

Note: This new bug report format was introduced after Alice version 2.4, and some of the earlier bug reports do not contain enough information to accurately create the report in this new format. Some of the missing information includes the resolved date of the bug fixes, a proper description of the bug (including screen shot), and bug fixed without actual code or a good description on how the bug was fixed.

Note: This bug report does not include all the bug fixes from Alice version 2.0 to 2.2 as those reports were documented on paper.

Note to self: Some of these bug reports are very confusing, not sure what they are about and some do not have proper documentation on how the bugs were fixed. Need to revise the bug report in the future.

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Alice 2.2

Title: Type mismatch error. Cannot convert from one to another.

Report No: 2.2 - 1

Status: Resolved

Resolved Date:

Related Report:

None.

Description:

All these items are causing errors when compiled with later version of JDK.

Comments:

Create cast for these objects to fix the problem.

edu.cmu.cs.stage3.alice.core.camera

OrthographicCamera Line 45 ++

PerspectiveCamera Line 45 ++

edu.cmu.cs.stage3.alice.core.response.visualization.array

SetItemAtIndex Line 61

edu.cmu.cs.stage3.image.codec

JPEGEncodeParam Line 199

PNGEncodeParam Line 191, 209, 549, 566, 672, 711, 786, 832, 848, 881, 914, 945, 964, 998, 1016

SegmentedSeekableStream Line 63, 64

Title: Save As Web Page bug

Report No: 2.2 - 2

Status: Resolved

Resolved Date:

Related Report:

None.

Description:

A saved web page is not displaying the movie.

Comments:

Downloaded several version of Alice 2.2 and tested them. They all produced the same result.

Downloaded Alice 2.0 and the result is still the same.

Tested both Alice version with an earlier JRE (1.4) but still the same.

Now I think it is caused by the browser and its Java plug-in since our aliceapplet.jar is compiled with JRE 1.4. Alice JRE 1.4 had code that does not work with Alice JRE 6, so I am not ruling out this possibility until I have a new version of the jar.

Looks like the old jar only support Java3D renderer.

Report:

File name: aliceapplet.jar

Size: 2.64 MB (after extraction)

Contains: 882 Files, 84 Folders

Structure:

Alice → core

player

scenegraph

scripting

Awt

Image → codec

Io

Math

Media → event

jmfmedia

nullmedia

Pratt → maxkeyframing

Progress

Scheduler

Swing → numpad

Util → Criterion

xml

Download and installed Java3D from www.oracle.com/technetwork/java/javase/.../index-jsp-138252.html

Copy 3 jogl.dll to C:\Program Files\Java\jre6\bin

Copy jogl.jar to C:\Program Files\Java\jre6\lib

Applet can run in eclipse now, but still having problem running in browser.

World created using java3d rendering works, so now need to work on worlds created using jogl.

Added the following code in **edu.cmu.cs.stage3.alice.scenegraph.renderer.DefaultRendererTargetFactory.java** line 40

```
try {  
    vector.addElement( edu.cmu.cs.stage3.alice.scenegraph.renderer.java3drenderer.Renderer.class );  
} catch( Throwable t ) {  
    //pass  
}
```

Copy J3D.dll, j3daudio.dll, J3DUtils.dll from Alice 2.0 to Alice 2.2\Required\externalLib\win32

Browser applet work if rendered using Java 3D. Recompiled **aliceapplet.jar** to include Java 3D stuff.

Browser applet works now using DirectX.

Title: Error at closing when using Java3D renderer

Report No: 2.2 - 3

Status: Resolved

Resolved Date:

Related Report:

None.

Description:

Alice throwing null pointer exception.

Comments:

Check objects to make sure they are not null before performing action on the object.

Added line 48 in edu.cmu.cs.stage3.alice.scenegraph.renderer.java3drenderer.SceneProxy.java and

Line 71 in edu.cmu.cs.stage3.alice.scenegraph.renderer.java3drenderer.VisualProxy.java

Title: Removed auto checking for Alice 2.2 update, and update menu item in Help menu.

Report No: 2.2 - 4

Status: Resolved

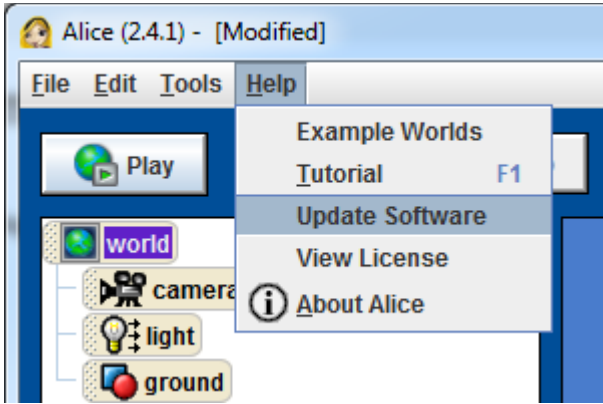
Resolved Date:

Related Report:

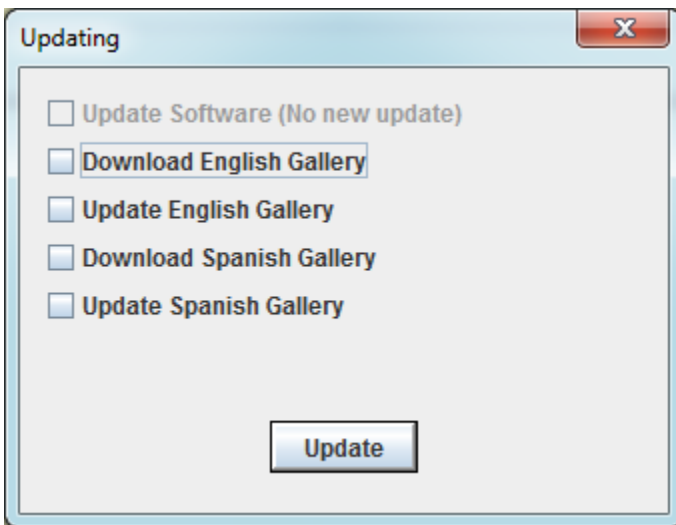
None.

Description:

New feature in Alice.



*Screenshot from Alice 2.4.1



*Screenshot from Alice 2.4.1

Alice 2.2 checks for update at alicedownloads.org, but I do currently not have access to that web address, therefore the auto checking needs to be disabled as no new updates can be placed at that location.

Comments:

Removed line 246-250 in `edu.cmu.cs.stage3.alice.authoringtool.Actions.java`

Removed line 530-538 in `edu.cmu.cs.stage3.alice.authoringtool.Actions.java`

Removed line 343,568 & 666 in `edu.cmu.cs.stage3.alice.authoringtool.JAliceFrame.java`

Removed line 698-699 in `edu.cmu.cs.stage3.alice.authoringtool.JAliceFrame.java`

Removed line 71-87 in `edu.cmu.cs.stage3.alice.authoringtool.util.SplashScreen.java`

Authoringtool.java line 5373 `updateAlice()`

line 5397 specify the location (web address) of the `alice.jar` file

Update:

Web address now stored in `...\Alice 2.4\Required\resources\common\StandardResources.py`. Currently set to `"http://www.alice.org/downloads/2.3/"`

Title: Logging
Report No: 2.2 - 5
Status: Resolved
Resolved Date:

Related Report:
None.

Description:

Add the logging feature to Alice so Teachers can get a picture of the steps their students took to finish their projects.

Comments:

The following lines make sure that logging is enabled before creating the log files.

Added

```
public static Boolean isLogging = false; in edu.cmu.cs.stage3.alice.authoringtool.JAliceFrame.java line 39
isLogging = true; in edu.cmu.cs.stage3.alice.authoringtool.JAliceFrame.java line 696
if (JAliceFrame.isLogging == true) { in edu.cmu.cs.stage3.alice.authoringtool.util.ChangeLogger.java line 70 & 77
```

This line let user knows that they need to restart Alice before the logging menu will appear in the Tools menu.

```
else if( ev.getKeyName().endsWith( "enableLoggingMode" ) ) {
                                restartRequired = true; } in
edu.cmu.cs.stage3.alice.authoringtool.dialog.PreferencesContentPane.java line 143
```

This line checks if user wants items to be logged. (Logging must be enabled before user can have logging control) Logs will not be written if logging is disabled or if user did not click on the Logging menu in the Tools menu.

```
authoringTool.instructorInControl and printWriter.flush(); in edu.cmu.cs.stage3.alice.authoringtool.util.ChangeLogger.java line 51/52
```

made public **public boolean instructorInControl = false;**in edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java

If logging feature is enabled, Alice creates a txt file at startup for storing the logging stuff. We need to check if logging file is empty when Alice exits, and delete the empty file to prevent Alice from creating lots of empty files in the logging folder.

See line 71 to 92 for file creation and deletion in edu.cmu.cs.stage3.alice.authoringtool.util.ChangeLogger.java

```
if (file.length() == 0) {
    file.delete();
    file = null;
}
```


Title: Deleting Watch Variable

Report No: 2.2 - 6

Status: Resolved

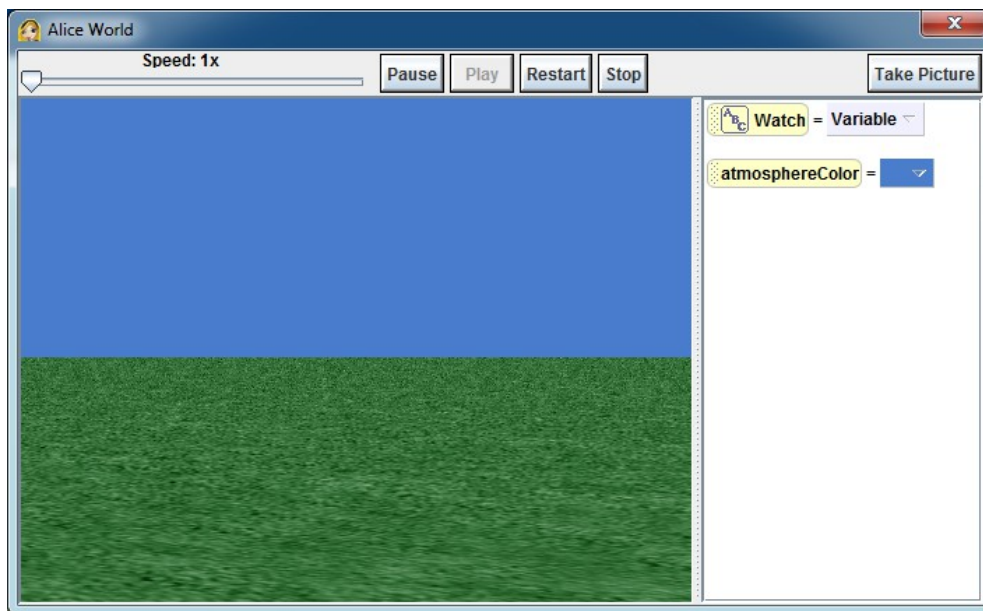
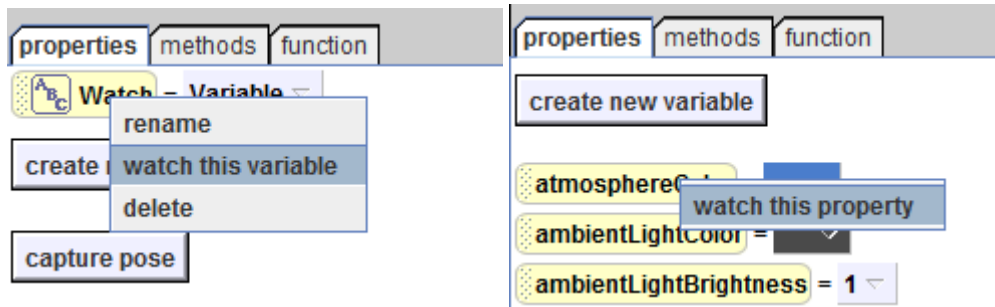
Resolved Date: May 5, 2011

Related Report:

None.

Description:

Right click and select “watch this variable” or “watch this property” to allow Alice to show the value of the variable/property at runtime.



When a variable is being watch and user delete the variable (either by right clicking the variable and selecting delete or by dragging the variable to the trash can), the variable still remains in the watch panel.

Comments:

To prevent this from happening, a variable that is being deleted must be check if it is being watch and must be removed if it is. Added

```
if (watcherPanel.isVariableBeingWatched( VariableDnDPanel.this.variable )) {  
    watcherPanel.removeVariableBeingWatched( VariableDnDPanel.this.variable );  
}
```

edu.cmu.cs.stage3.alice.authoringtool.viewcontroller.VariableDnDPanel.java

Line 202 (for “delete” in drop down menu)

and

```
final edu.cmu.cs.stage3.alice.authoringtool.util.WatcherPanel watcherPanel = authoringTool.getWatcherPanel();
```

```
edu.cmu.cs.stage3.alice.core.Variable variable = (Variable) element;
```

```
if (watcherPanel.isVariableBeingWatched( variable )) {  
    watcherPanel.removeVariableBeingWatched( variable );  
}
```

edu.cmu.cs.stage3.alice.authoringtool.util.TrashComponent.java

Line 155 (for when dragging variable to trash)

Title: Default user directory and permissions**Report No:** 2.2 - 7**Status:** Resolved**Resolved Date:** June 1, 2011**Related Report:**

None.

Description:

Admin complains about Alice not working or not starting up properly, partially due to users not having write permission to the required files/folders.

Comments:

Alice creates 3 items at startup:
webGalleryCache folder,
AlicePreferences file, and
aliceHasNotExited file.

Fixed: These items by default will be created in the .alice2 folder in the user's home directory. If another folder is specified in the version.txt, then the .alice2 folder will be created in the specified location. If all the specified locations are not write permitted or accessible or exists, then none of the files will be created. Alice will still run, but none of the preferences will be saved, the default values for all items will be used instead. (Main thing is that Alice will not stop responding like it use to be)

edu.cmu.cs.stage3.alice.authoringtool.util.Configuration.java line 586 - 592

edu.cmu.cs.stage3.alice.authoringtool.galleryviewer.GalleryViewer.java line 1073 - 1074

edu.cmu.cs.stage3.alice.authoringtool.JAlice.java line 541 -572

aliceHomeDirectory

System.getProperty("user.dir") returned current working directory (Alice home directory)

aliceUserDirectory

System.getProperty("user.home") returned user home directory

Title: ExportCodeForPrintingContentPane error**Report No:** 2.2 - 8**Status:** Resolved**Resolved Date:** June 5, 2011**Related Report:**

None.

Description:

Alice will occasionally throw an array index out of bounds error after failing to set the working directory in the ExportCodeForPrintingContentPane.java (line 155) and SaveForWebContentPane.java (line 228) file.

Comments:

Added:

```
try {
    //m_pathFileChooser.setCurrentDirectory( dir );
    Runnable testRun = new Runnable(){
        public void run() {
            m_pathFileChooser.setCurrentDirectory( dir );
        }
    };
    SwingUtilities.invokeLaterAndWait(testRun);
} catch( ArrayIndexOutOfBoundsException aioobe ) {
    // for some reason this can potentially fail in jdk1.4.2_04
} catch (InterruptedException e) {
    e.printStackTrace();
} catch (InvocationTargetException e) {
    e.printStackTrace();
}
```

Title: “BACKUP” folder

Report No: 2.2 - 9

Status: Resolved

Resolved Date: June 13, 2011

Related Report:

None.

Description:

Backup folder and files not created in MAC due to the failure to load windows libraries.

Comments:

This issue was fixed by using the Java method to deal with file manipulation.

Modified edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 1605 backupWorld(...) method.

```
        if (!dst.exists()) {
            dst.getParentFile().mkdirs();
        }
        try {
            java.io.InputStream in = new java.io.FileInputStream(src);
            java.io.OutputStream out = new java.io.FileOutputStream(dst);

            byte[] buffer = new byte[1024];

            int length;
            //copy the file content in bytes
            while ((length = in.read(buffer)) > 0){
                out.write(buffer, 0, length);
            }

            in.close();
            out.close();
        } catch (Exception e)
        {}
        //Delete older file if total BACKUP file > maxBackups
        java.io.File[] siblings = dstDir.listFiles( new java.io FilenameFilter() {
            public boolean accept( java.io.File dir, String name ) {
                return name.endsWith( ".a2w" );
            }
        });
        if( siblings.length > maxBackups ) {
            java.io.File fileToDelete = siblings[ 0 ];
            long fileToDeleteLastModified = fileToDelete.lastModified();
            for( int i=1; i<siblings.length; i++ ) {
                long lastModified = siblings[ i ].lastModified();
                if( lastModified < fileToDeleteLastModified ) {
                    fileToDelete = siblings[ i ];
                    fileToDeleteLastModified = lastModified;
                }
            }
            fileToDelete.delete();
        }
    }
```

Title: “Save and load from” bug**Report No:** 2.2 - 10**Status:** Resolved**Resolved Date:****Related Report:**

None.

Description:

Edit – Preferences (General tab) allows user to choose a folder to save and load files, but when saving and loading files, another location is used.

Comments:

Windows default directory – C:\user_home_directory\Desktop.

MAC default directory - ???

Changed:

edu.cmu.cs.stage3.alice.authoringtool.dialog.StartupContentPane.java line 548-565 set current directory to

“directories.worldDirectory” when initializing (starting up Alice)

edu.cmu.cs.stage3.alice.authoringtool.dialog.StartupContentPane.java line 353 always set directory to “directories.worldDirectory” when opening world

edu.cmu.cs.stage3.alice.authoringtool.dialog.PreferencesContentPane.java line 945 when browsing for a folder, always start from the current folder.

edu.cmu.cs.stage3.swing.DialogManager.java line 177-182 set current directory to “directories.worldDirectory” for Save menu.

```
if( authoringtoolConfig.getValue( "directories.worldsDirectory" ) == null ) {
    //TODO: be more cross-platform aware
    String dir = System.getProperty( "user.home" ) + System.getProperty( "file.separator" ) + "Desktop";
    authoringtoolConfig.setValue( "directories.worldsDirectory", dir );
}

    authoringTool.newWorld();
    authoringTool.openWorld();
    authoringTool.openExampleWorld();
    authoringTool.saveWorld();
    authoringTool.saveWorld();
    authoringTool.saveWorldAs();
    authoringTool.saveForWeb();

importObjectAction = new javax.swing.AbstractAction() {
    public void actionPerformed( java.awt.event.ActionEvent e ) {
        authoringTool.getImportFileChooser().setFileFilter(
authoringTool.getImportFileChooser().getAcceptAllFileFilter() );
        authoringTool.importElement();
    }
};

    authoringTool.quit();
    authoringTool.getUndoRedoStack().undo();
    authoringTool.getUndoRedoStack().redo();
    authoringTool.showAbout();
    authoringTool.play();
    authoringTool.loadAndAddCharacter();
    authoringTool.add3DText();
    authoringTool.exportMovie();
    authoringTool.showOnScreenHelp();
    authoringTool.showPreferences();
    authoringTool.makeBillboard();
    authoringTool.showWorldInfoDialog();
    authoringTool.launchTutorial();
    authoringTool.openTutorialWorld();
    authoringTool.showStdErrOutDialog();
```

```
authoringTool.showStdErrOutDialog();  
authoringTool.showPrintDialog();  
authoringTool.pause();  
authoringTool.resume();  
authoringTool.restartWorld();  
authoringTool.logInstructorIntervention();
```

Title: Event – When mouse is clicked on object under mouse cursor bug.

Report No: 2.2 - 11

Status: Resolved

Resolved Date: July 1, 2011

Related Report:

None.

Description:

Alice throws a null pointer exception at edu.cmu.cs.stage3.alice.core.RenderTarget.pick(RenderTarget.java:80) because the MouseEvent passed to this method is null.

Reproduce bug 1 as follows:

1. Delete all events.
2. Add an **object** parameter to world.my first method (optional: call it **what**).
3. Add **When mouse is clicked on object under the mouse cursor, do world.my first method what= object under the mouse cursor** event
4. In world.my first method, add **print what**.
5. Play the world, and click anything. Alice throws Null Pointer Exception.

Alice fails to pass the MouseEvent, and without this, Alice does not know what is under the mouse (really just what is at x and y coordinates).

Added the following to fix this problem:

edu.cmu.cs.stage3.alice.core.behavior.MouseButtonClickBehavior.java line 134 updateDetails(MouseEvent);

This method causes a call to PickQuestion.java setMouseEvent(MouseEvent) so later getValue() will not cause a null pointer exception.

Reproduce bug 2 as follows:

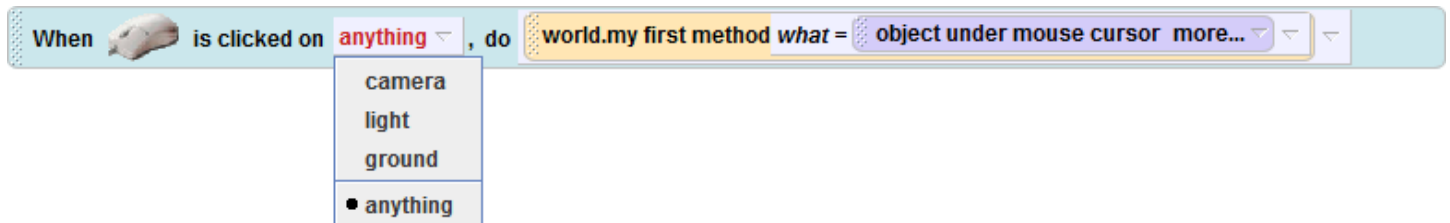
1. Delete all events.
2. Add **When mouse is clicked on object under the mouse cursor, do world.my first method** event.
3. In world.my first method, add **print object under mouse cursor**. At this time, Alice will make the **object under the mouse cursor** at the event **anything**. (Not sure why yet???)
4. Play the world, and click anything. Alice throws Null Pointer Exception.

Comments:

Added: edu.cmu.cs.stage3.alice.authoringtool.editors.behaviorgroupseditor.BasicBehaviorPanel.java line 257

|| prop.getName().equalsIgnoreCase("onWhat")

This prevents the expression **object under the mouse cursor** from showing up at When mouse is clicked on <expression>.



Title: java.lang.NullPointerException at javax.swing.tree.DefaultTreeSelectionModel.resetRowSelection error

Report No: 2.2 - 12

Status: Resolved

Resolved Date: July 1, 2011

Related Report:

None.

Description:

Comments:

Removed edu.cmu.cs.stage3.alice.authoringtool.WorldTreeComponent.java line 116 worldTree.setSelectionRow(0);
Not really sure why we need the setSelectionRow code.

Title: Add the ability to create a 3D text as a parameter or variable

Report No: 2.2 - 13

Status: Resolved

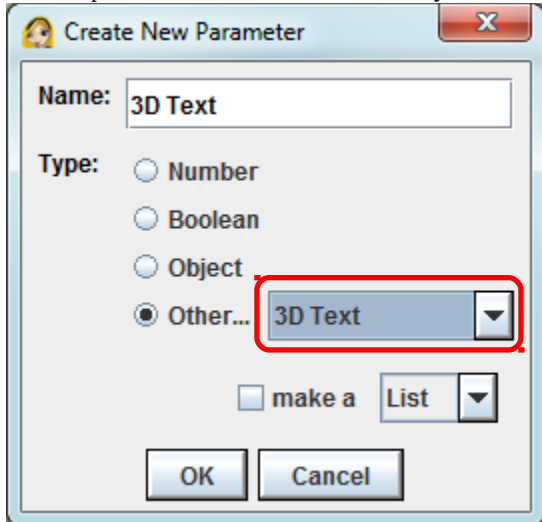
Resolved Date: July 10, 2011

Related Report:

None.

Description:

User requested for this new feature. They would like to create a parameter or variable of this type.



Comments:

Added ("3D Text", edu.cmu.cs.stage3.alice.core.Text3D), in StandardResources.py

Title: Another logging problem

Report No: 2.2 - 14

Status: Resolved

Resolved Date: July 15, 2011

Related Report:

Report 2.2 - 5

Description:

Logging folder needs to be created in worldsDirectory.

Comments:

Added: edu.cmu.cs.stage3.alice.authoringtool.util.ChangeLogger.java line 19, 31, 86-88

Another additional item to fix is to check and make sure worldDirectory exists and user has write permission to that folder. User must choose another folder otherwise.

Is it absolutely necessary to restart Alice after enabling/disabling logging?

Title: Method with parameter cannot be edited after closing

Report No: 2.2 - 15

Status: Resolved

Resolved Date: Aug 1, 2011

Related Report:

None.

Description:

Alice throws null pointer exception at edu.cmu.cs.stage3.alice.core.question.SubjectObjectQuestion.java line 53 due to calling a getStringValue() on a null object.

Comments:

Added

```
if ( objectValue == null || subjectValue == null)
    edu.cmu.cs.stage3.alice.core.response.Print.outputtext="";
and
    edu.cmu.cs.stage3.alice.core.question.SpatialRelationDistanceQuestion.java line 41
if (subjectValue == null)
    return new Double(1);
else
    return new Double( subjectValue.getSpatialRelationDistance( getSpatialRelation(), objectValue, asSeenByValue ) );
```

Title: Globally disabling tooltip.

Report No: 2.2 - 16

Status: Resolved

Resolved Date: Aug 1, 2011

Related Report:

None.

Description:

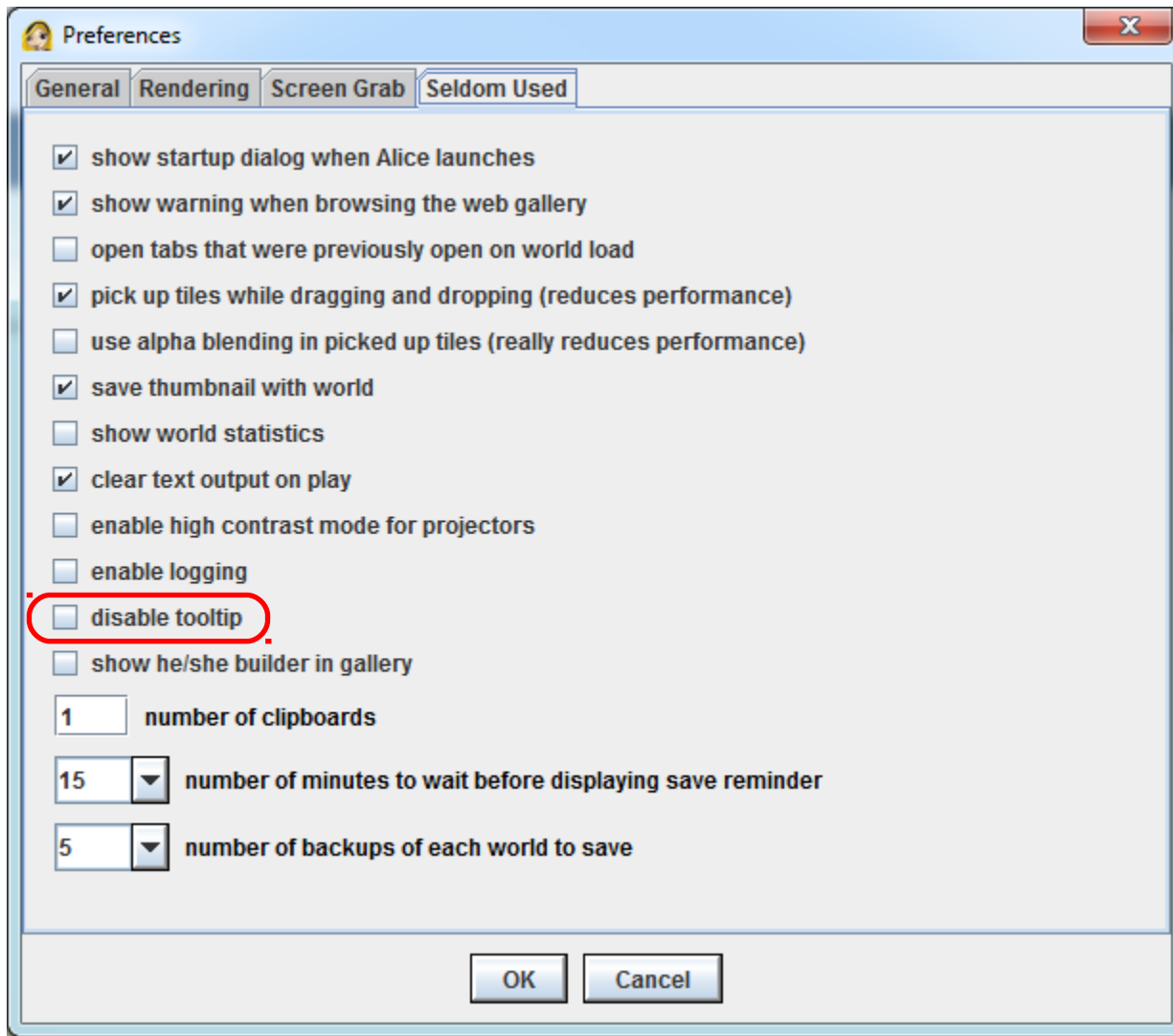
Some user had requested for tooltip to be turned off.

Comments:

Added a checkbox in Preferences to allow user to enable or disable tooltip.

edu.cmu.cs.stage3.alice.authoringtool.dialog.PreferencesContentPane.java lines 96, 588 – 593, 1468, 1485, and 1546

```
if ( Configuration.getValue( authoringToolPackage, "disableTooltipMode" ).equalsIgnoreCase("true") ) {  
    javax.swing.ToolTipManager.sharedInstance().setEnabled(false);  
} else {  
    javax.swing.ToolTipManager.sharedInstance().setEnabled(true);  
}
```



* Screenshot from Alice version 2.4

Title: Bug in setting the volume level in Java Media Framework

Report No: 2.2 - 17

Status: Resolved

Resolved Date: Aug 2, 2011

Related Report:

None.

Description:

Alice cannot set sound volume because the JMF Class is throwing an error.

Comments:

Added the edu.cmu.cs.stage3.media.jmfmedia.FixedJavaSoundRenderer class to overwrite the setGain() method.

Added FixedJavaSoundRenderer.*usurpControlFromJavaSoundRenderer()*; line 13 in edu.cmu.cs.stage3.media.jmfmedia.Player.java

Title: Null Pointer Exception thrown by popup menu in variables/parameters when changing property.

Report No: 2.2 - 18

Status: Resolved

Resolved Date: Aug 10, 2011

Related Report:

None.

Description:

1. Create an object parameter or variable.
2. Drag parameter or variable to editor, and select any “set ____ to” property (<object> set color to <blue>).
3. Now, change the property (blue color) to something else. Alice throws the null pointer exception.

Comments:

Bug at:

edu.cmu.cs.stage3.alice.authoringtool.util.PopupMenuUtilities.java line 2100 and 2110

Changed code to check if element is null before calling getClass()

```
if (propertyAnimation.element.getElementValue() != null)
    elementClass = propertyAnimation.element.getElementValue().getClass();
if (propertyAssignment.element.getElementValue() != null)
    elementClass = propertyAssignment.element.getElementValue().getClass();
```

Title: Preferences not saving correctly for display program type.

Report No: 2.2 - 19

Status: Resolved

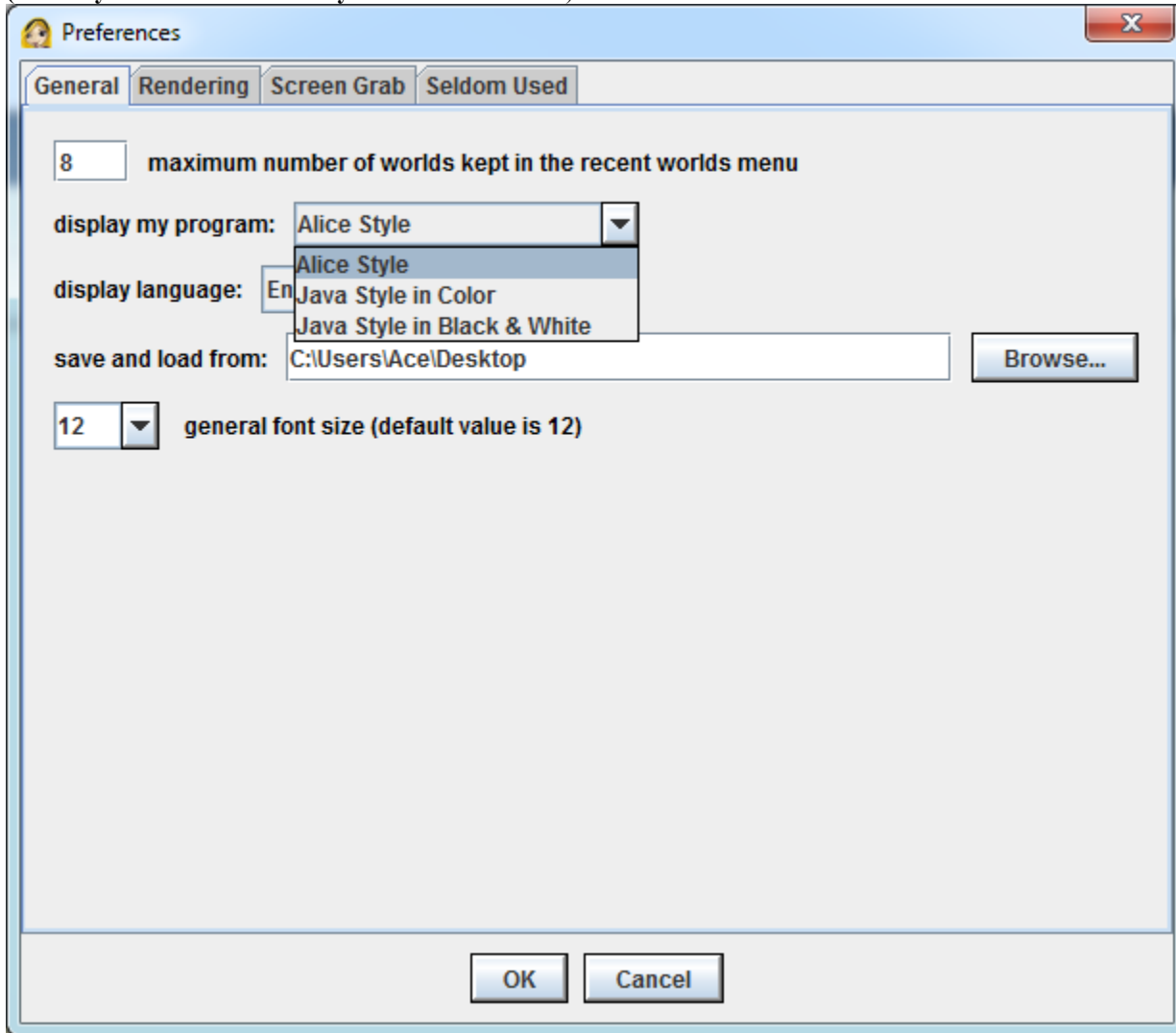
Resolved Date: Sept 22, 2011

Related Report:

None.

Description:

The selected item in the drop down box always defaults back to **Alice style**, even when Alice is displaying the code in other style (**Java Style in Color** or **Java Style in Black & White**).



Comments:

Problem fixed by moving `setSelectedItem()` down below `addItem()` so all items are added before deciding on the selected item.

edu.cmu.cs.stage3.alice.authoringtool.dialog.PreferencesContentPane.java Line 1171

```
resourceFileComboBox.setSelectedItem( Configuration.getValue( authoringToolPackage, "resourceFile" ) );
```

Title: Alice not creating the preferences xml file.

Report No: 2.2 - 20

Status: Resolved

Resolved Date: Sept 22, 2011

Related Report:

None.

Description:

Comments:

edu.cmu.cs.stage3.alice.authoringtool.util.Configuration Line 584

```
public static void storeConfig() throws java.io.IOException {
    if( configLocation.getParentFile().exists() && configLocation.getParentFile().canWrite() ) {
        //if( configLocation.exists() ) {
            //if( configLocation.canWrite() ) {
                storeConfig( configLocation );
            //}
        //} else {
            //    storeConfig( configLocation );
        //}
    }
}
```


Title: MAC Look and Feel bug**Report No:** 2.2 - 21**Status:** Resolved**Resolved Date:** Oct 12, 2011**Related Report:**

None.

Description:

Oneshot popup appears behind the world renderer window.

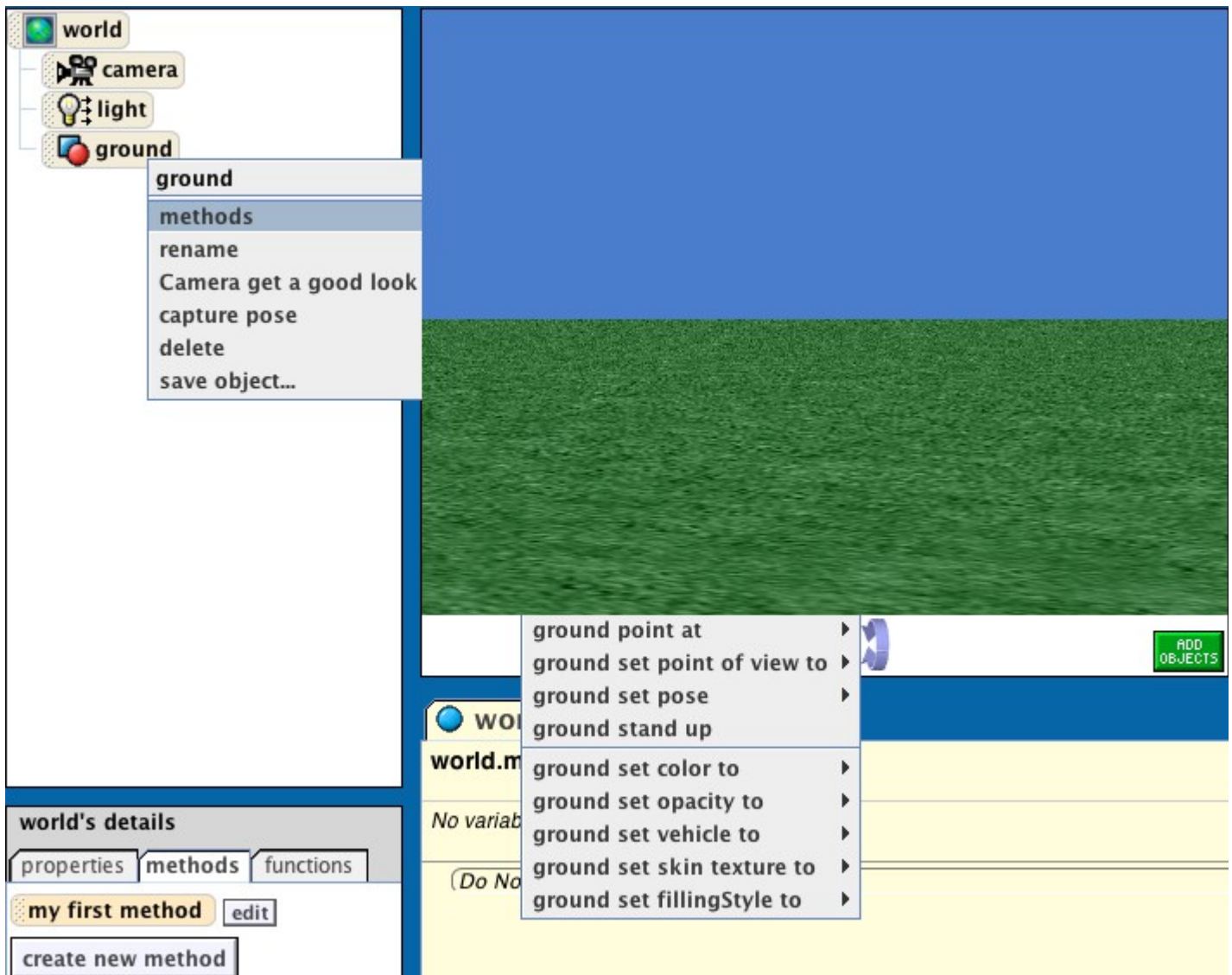
Comments:

Changed the look and feel for the MAC version.

edu.cmu.cs.stage3.alice.authoringtool.dialog.StartUpContentPane.java

Line 538

```
if( (System.getProperty( "os.name" ) != null) && System.getProperty( "os.name" ).startsWith( "Windows" ) )  
    UIManager.setLookAndFeel("javax.swing.plaf.metal.MetalLookAndFeel");  
else  
    UIManager.setLookAndFeel("apple.laf.AquaLookAndFeel");
```



Title: MAC sound recording

Report No: 2.2 - 22

Status: Resolved

Resolved Date: Oct 31, 2011

Related Report:

None.

Description:

When recording sound on the MAC, the recording timer will not run and when stopping recording, Alice throws a null pointer exception.

Comments:

Rewriting the SoundRecorder.java file to use Java Sound API instead.

New GUI will include a Pause button to allow users to pause while capturing and playing sound. Sounds will be saved in current project directory so users can share the sound file with others. Sound file will automatically be imported into current Alice project like before.

All files are in the format below:

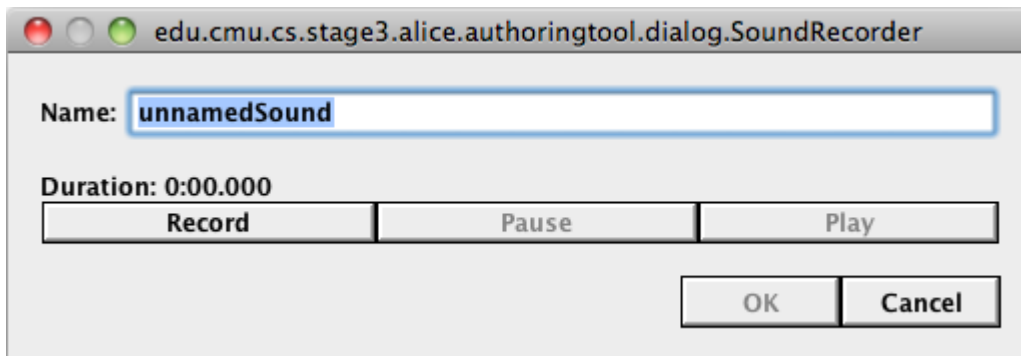
Encoding: Linear (Signed PCM)

Sample Rate: 44100

Sample Size: 16 bit

Channels: 2 (Stereo)

Endian: Little-Endian



Title: Expression duplication bug and Global variable/functions cannot be drop into the condition section of “if statements”

Report No: 2.2 - 23

Status: Resolved

Resolved Date: Nov 10, 2011

Related Report:

Description:

Expression is listed twice in drop down menu and global variable or functions cannot be drop in the condition section of “if statements”, “loop”, etc.

Comments:

edu.cmu.cs.stage3.alice.core.Element.java line 1929

Added java.util.Vector newVect = **new** java.util.Vector(**new** java.util.LinkedHashSet(v)); to remove duplication in Vector

Title: Watch Variable

Report No: 2.2 - 24

Status: Resolved

Resolved Date: Nov 14, 2011

Related Report:

None.

Description:

When using the watch variable feature, variables created in methods do not change in the Watch Panel even when its actual value had changed. Variables created in Details Panel works fine.

Prevent method variables and parameters from being watch. Variable can only be watch if it was created in the detail's properties tab.

Comments:

Change the createRuntimeVariable method in
edu.cmu.cs.stage3.alice.core.Bahavior.java line 267

Title: Null Pointer Exception when setting 3D text extrusion

Report No: 2.2 - 25

Status: Resolved

Resolved Date: Dec 8, 2011

Related Report:

None.

Description:

Occasionally setting extrusion to a small value will cause a null pointer exception.

Comments:

Text3D.java line 86 Modify code to test for null value.

Title: Changed the default start up tab to Template tab

Report No: 2.2 - 26

Status: Resolved

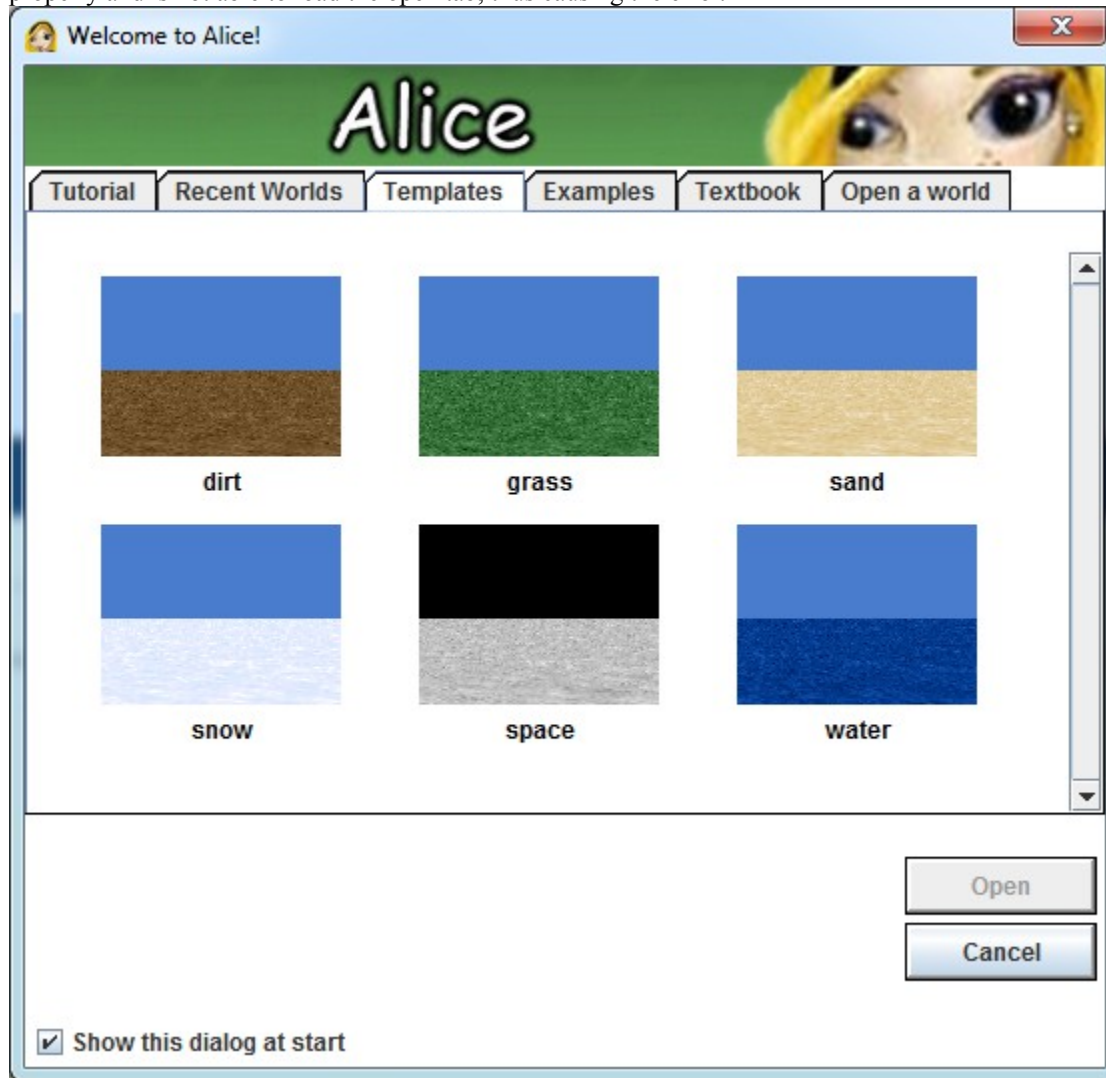
Resolved Date: Dec 15, 2011

Related Report:

None.

Description:

Alice throws an error if at a previous shut down, the open tab being selected. For some reason, Alice sometime fails to initialize properly and is not able to load the open tab, thus causing the error.



Comments:

edu.cmu.cs.stage3.alice.authoringtool.JAlice.java line 255

edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java Line 445

```
showStartUpDialog(edu.cmu.cs.stage3.alice.authoringtool.dialog.StartUpContentPane.TEMPLATE_TAB_ID);//.DO_NOT_CHANGE_TAB_ID);
```

Title: Watch variable and events bug

Report No: 2.2 - 27

Status: Resolved

Resolved Date: Jan 08, 2012

Related Report:

Report 2.2 - 11

Description:

When fixing the watch variable bug to allow Alice to update the variable, the event for When mouse is clicked on anything do [method (what = object under the mouse cursor)] broke. This was caused by the change in the creation of the runtime variable at Behavior.java line 267.

Without redoing the code, the watch variable feature update the variable at runtime, causing the (object under the mouse cursor) to be updated to the real object, which will stay that way (thus changing the code from being [what = object under the mouse cursor].)

Comments:

Changes made to fix this bug:

Stage3.alice.core.Behavior.java line 270

Stage3.alice.core.Variable.java line 32

Stage3.alice.authoringtool.util.WatcherPanel line 50 and 56

Stage3.alice.authoringtool.viewcontroller.VariableDnDPanel line 206

Title: Locale for applet, alicearpplet.jar

Report No: 2.2 - 28

Status: Rejected

Resolved Date:

Related Report:

None.

Description:

Comments:

Created a new appletTemplate.html to better inform user to download Java 3D. Removed the <language> tag.

Applet does not know the language of the Alice file. Language must be set by the user on their computer. Applet cannot set or change the default locale.

Locale is set in edu.cmu.cs.stage3.alice.authoringtool.JAlice.java line 30. Default to English if none is found in the preferences file.

Title: Fixed Alice window size for MAC. Maximize Alice window at start up.

Report No: 2.2 - 29

Status: Resolved

Resolved Date: Jan 17, 2012

Related Report:

None.

Description:

Previously Alice window was set to full screen by:

1. Getting the screen size,
2. The height of the Alice window is the screen height minus windows toolbar height

This method will make Alice look bad in the MAC release.

Comments:

Fixed the problem by adding `setExtendedState(MAXIMIZED_BOTH);` to JALiceFrame line 198.

Title: Items does not fit in current panel.

Report No: 2.2 - 30

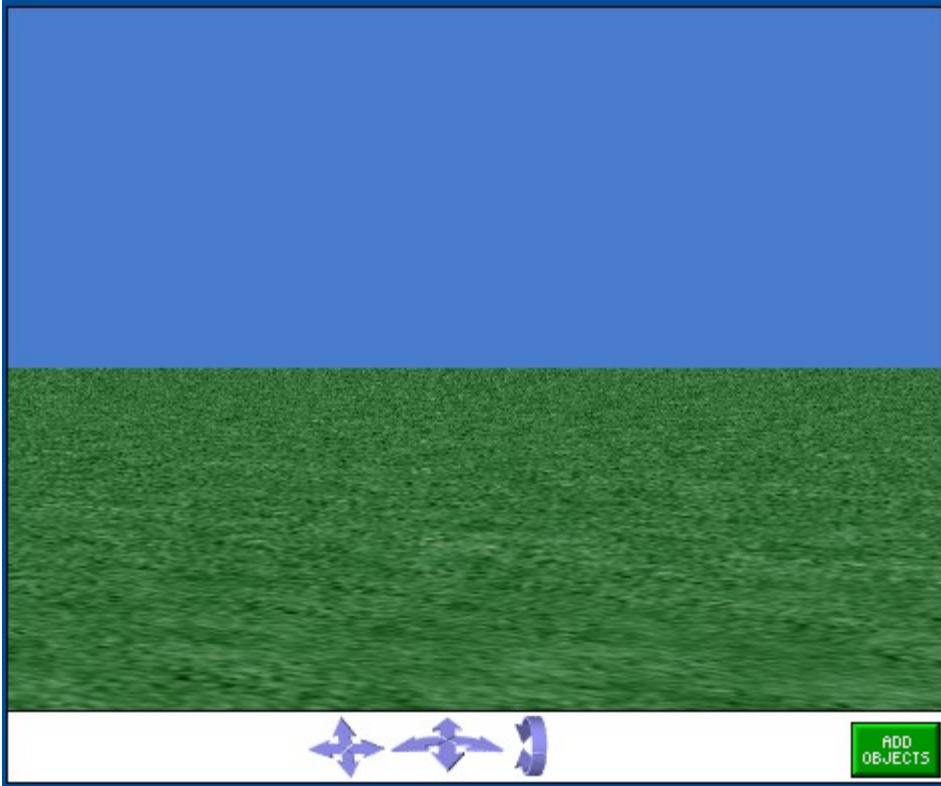
Status: Resolved

Resolved Date: Jan 18, 2012

Related Report:

None.

Description:



Comments:

Changed dimension of the controlScrollPane to +100 for both Windows and MAC
edu.cmu.cs.stage3.alice.authoringtool.editors.sceneeditor.CameraViewPanel.java line 771

This enlarge the AddObject panel to fit all items in the Spanish version.

Title: Movie maker bug

Report No: 2.2 - 31

Status:

Resolved Date:

Related Report:

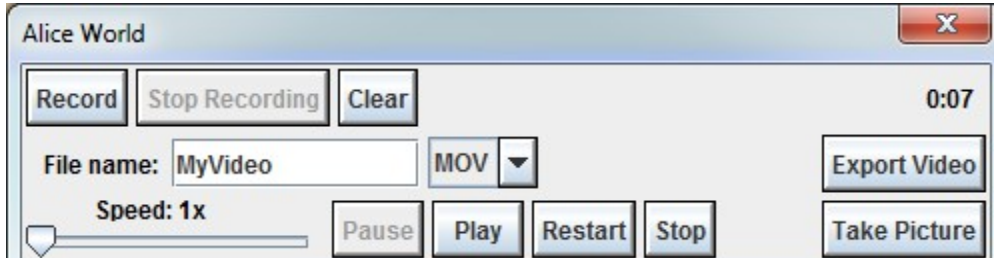
None.

Description:

Comments:

Create and delete frames folder @ AuthoringTool.java line 2183

AuthoringTool then create the CaptureContentPane window.



Initialization

Disable export video button because recording is not done yet. Button will be enabled when the stop recording button is clicked.

Record button

Clear frames folder before recording so previous items will not be included in current movie.

edu.cmu.cs.stage3.alice.suthoringtool.dialog.CaptureContentPane.java line 903 removeFiles(...);

Title: Multi-Language

Report No: 2.2 - 32

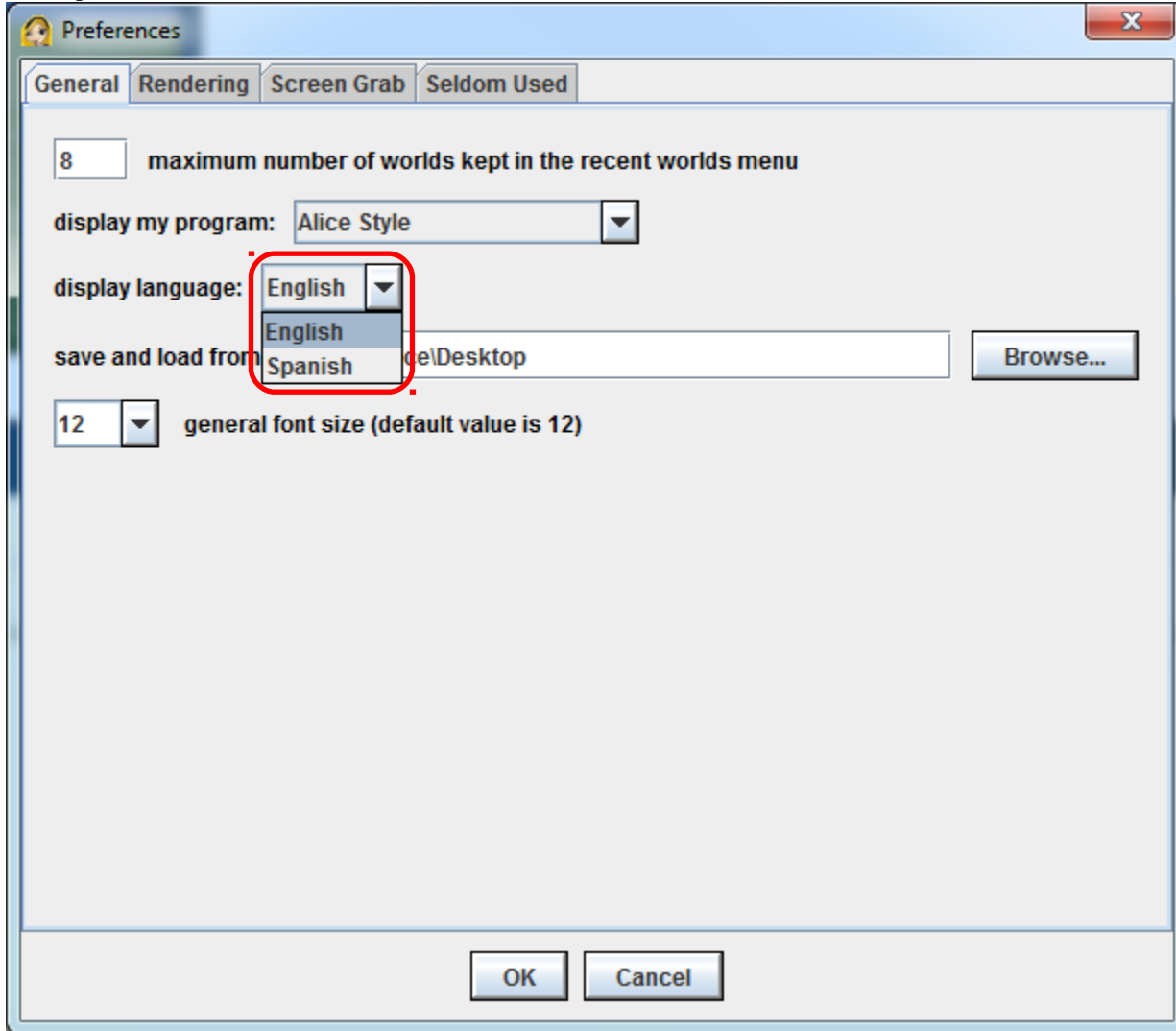
Status: Resolved

Resolved Date:

Related Report:

None.

Description:



Comments:

JALice line 32 If language not available, default to English.

PreferencesContentPane multiple lines Add combo box for language selection.

Title: Tutorial bug

Report No: 2.2 - 33

Status:

Resolved Date: Feb 9, 2012

Related Report:

None.

Description:

1. Renderer window does not resize correctly.
2. Tutorial not working for Java Style and Java Text Style because some of the sub menu (UP, DOWN, etc.) are in caps. The checking to see if the action performed is correct is compared with lower caps. This may cause the Spanish version to not work as well.

Comments:

1. Changed edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 3316 restoreLayout() and line 3334 setLayout(). Added validate() to refresh drawing before setting the divider location. Commented out changing the renderer bound in line 3381.
2. edu.cmu.cs.stage3.caitlin.stencilhelp.client.StencilManager.java line 450 calls doesStateMatch to check if the action performed is correct.
edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 4792 doesStateMatch(...) compares the action with what is in the tutorial file. Problem is that the actions are in CAPS or in Spanish (or even in another language in the future).

Title: Gallery bug
Report No: 2.2 - 34
Status:
Resolved Date:

Related Report:
None.

Description:
Allow user to download Spanish gallery.

Comments:
edu.cmu.cs.stage2.alice.authoringtool.AuthoringTool.java line 5376. The updateAlice() method creates a dialog box to allow users to choose to download the English and Spanish gallery as well as update their alice.jar file.
Gallery will have to be in zip format, and Alice will need to extract its contents into the gallery folder.

edu.cmu.cs.stage2.alice.authoringtool.JAlice.java line 383 Added an entry in the preferences.xml file to store the gallery Directory. At startup, Alice will update the preferences.xml file with the list of folders in the gallery folder. The new structure will only have English and Spanish folder.

Gallery viewer will load the preferences.xml file to get the list of folders and display it in the gallery. The main start directory will depend on the locale (only if directory exists.).
Modified edu.cmu.cs.stage2.alice.authoringtool.galleryviewer.GalleryViewer.java from line 1087 to 1101 to select the correct local gallery according to the language selected.

Modified edu.cmu.cs.stage2.alice.authoringtool.editors.sceneeditor.SceneEditor.java from line 93 to 106 to change the “Add Objects” and “Done” button in the gallery according to the language selected.

Loading model name and subparts.

Title: Resources File

Report No: 2.2 - 35

Status:

Resolved Date:

Related Report:

None.

Description:

Need to include Spanish Resources file in distribution.

Comments:

Modified edu.cmu.cs.stage2.alice.authoringtool.dialog.PreferencesContentPane line 1137 and
edu.cmu.cs.stage2.alice.authoringtool.AuthoringToolResources line 100 to account for Spanish resources file.

Title: Alice Update

Report No: 2.2 - 36

Status:

Resolved Date:

Related Report:

None.

Description:

1. Alice update is taking a long time. We need a progress bar to indicate download is in progress.
2. Update dialog box will prompt user to restart Alice. We need a restart button.

Comments:

edu.cmu.cs.stage2.alice.authoringtool.dialog.PreferencesContentPane line 283 creates the Restart Required dialog box. User has the option to restart or cancel.

Modified edu.cmu.cs.stage2.alice.authoringtool.AuthoringTool.java line 1439 quit() and edu.cmu.cs.stage2.alice.authoringtool.Actions.java line 135 to allow Alice to clean up before restarting.

For Windows version, Alice always execute Alice.exe upon restart. I am not able to find who originally start JALice. MAC version can just restart the application because it is bundle in a .app file.

Edit: Modified thread to allow update menu to start multiple instance of the thread to perform the download and update.
edu.cmu.cs.stage2.alice.authoringtool.AuthoringTool.java line 5503

Alice 2.3.1

Title: AskUserForNumber bug

Report No: 2.3.1- 1

Status: Resolved

Resolved Date: March 1, 2012

Related Report:

None.

Description:

Prevent user from entering an invalid value and causing Alice to throw error.

Comments:

Modified regular expression to include .05 instead of 0.05; where the first zero is missing before the dot.

`string.matches("-?\\d+") || string.matches("-?\\d*\\.\\d+")`

`edu.cmu.cs.stage3.alice.core.question.ask. AskUserForNumber.java line 48`

Title: Name checking
Report No: 2.3.1- 2
Status:
Resolved Date:

Related Report:
None.

Description:
Prevent user from using invalid character in Alice names.

Comments:

Java Keywords

abstract	default	if	private	this
boolean	do	implements	protected	throw
break	double	import	public	throws
byte	else	instanceof	return	transient
case	extends	int	short	try
catch	final	interface	static	void
char	finally	long	strictfp	volatile
class	float	native	super	while
const	for	new	switch	
continue	goto	package	synchronized	

CONVERSION CHART						
CP1252 Dec	CP1252 Hex	Unicode Dec	Unicode Hex	UTF-8 Bytes	CP1252 Char	Unicode
-----	-----	-----	-----	-----	-----	-----
128	0x80	8364	0x20ac	e282ac	€	€
129	0x81	65533	0xffffd	efbfbfd		?
130	0x82	8218	0x201a	e2809a	,	,
131	0x83	402	0x0192	c692	f	f
132	0x84	8222	0x201e	e2809e	”	”
133	0x85	8230	0x2026	e280a6
134	0x86	8224	0x2020	e280a0	†	†
135	0x87	8225	0x2021	e280a1	‡	‡
136	0x88	710	0x02c6	cb86	^	^
137	0x89	8240	0x2030	e280b0	‰	‰
138	0x8a	352	0x0160	c5a0	Š	Š
139	0x8b	8249	0x2039	e280b9	<	<
140	0x8c	338	0x0152	c592	Œ	Œ
141	0x8d	65533	0xffffd	efbfbfd		?
142	0x8e	381	0x017d	c5bd	Ž	Ž
143	0x8f	65533	0xffffd	efbfbfd		?
144	0x90	65533	0xffffd	efbfbfd		?
145	0x91	8216	0x2018	e28098	\	\
146	0x92	8217	0x2019	e28099	/	/
147	0x93	8220	0x201c	e2809c	“	“
148	0x94	8221	0x201d	e2809d	”	”
149	0x95	8226	0x2022	e280a2	•	•
150	0x96	8211	0x2013	e28093	—	—
151	0x97	8212	0x2014	e28094	—	—
152	0x98	732	0x02dc	cb9c	~	~
153	0x99	8482	0x2122	e284a2	™	™
154	0x9a	353	0x0161	c5a1	Š	Š
155	0x9b	8250	0x203a	e280ba	>	>
156	0x9c	339	0x0153	c593	œ	œ
157	0x9d	65533	0xffffd	efbfbfd		?
158	0x9e	382	0x017e	c5be	Ž	Ž
159	0x9f	376	0x0178	c5b8	Ÿ	Ÿ

160	0xa0	160	0x00a0	c2a0		
161	0xa1	161	0x00a1	c2a1	ı	ı
162	0xa2	162	0x00a2	c2a2	ç	ç
163	0xa3	163	0x00a3	c2a3	£	£
164	0xa4	164	0x00a4	c2a4	¤	¤
165	0xa5	165	0x00a5	c2a5	¥	¥
166	0xa6	166	0x00a6	c2a6	ı	ı
167	0xa7	167	0x00a7	c2a7	\$	\$
168	0xa8	168	0x00a8	c2a8
169	0xa9	169	0x00a9	c2a9	©	©
170	0xaa	170	0x00aa	c2aa	a	a
171	0xab	171	0x00ab	c2ab	«	«
172	0xac	172	0x00ac	c2ac		
173	0xad	173	0x00ad	c2ad		
174	0xae	174	0x00ae	c2ae	®	®
175	0xaf	175	0x00af	c2af	—	—
176	0xb0	176	0x00b0	c2b0	°	°
177	0xb1	177	0x00b1	c2b1	±	±
178	0xb2	178	0x00b2	c2b2	²	²
179	0xb3	179	0x00b3	c2b3	³	³
180	0xb4	180	0x00b4	c2b4	´	´
181	0xb5	181	0x00b5	c2b5	µ	µ
182	0xb6	182	0x00b6	c2b6		
183	0xb7	183	0x00b7	c2b7	•	•
184	0xb8	184	0x00b8	c2b8	¸	¸
185	0xb9	185	0x00b9	c2b9	°	°
186	0xba	186	0x00ba	c2ba		
187	0xbb	187	0x00bb	c2bb	»	»
188	0xbc	188	0x00bc	c2bc	¼	¼
189	0xbd	189	0x00bd	c2bd	½	½
190	0xbe	190	0x00be	c2be	¾	¾
191	0xbf	191	0x00bf	c2bf	¿	¿
192	0xc0	192	0x00c0	c380	À	À
193	0xc1	193	0x00c1	c381	Á	Á
194	0xc2	194	0x00c2	c382	Â	Â
195	0xc3	195	0x00c3	c383	Ã	Ã
196	0xc4	196	0x00c4	c384	Ä	Ä
197	0xc5	197	0x00c5	c385	Å	Å
198	0xc6	198	0x00c6	c386	Æ	Æ
199	0xc7	199	0x00c7	c387	Ç	Ç
200	0xc8	200	0x00c8	c388	È	È
201	0xc9	201	0x00c9	c389	É	É
202	0xca	202	0x00ca	c38a	Ê	Ê
203	0xcb	203	0x00cb	c38b	Ë	Ë
204	0xcc	204	0x00cc	c38c	Ì	Ì
205	0xcd	205	0x00cd	c38d	Í	Í
206	0xce	206	0x00ce	c38e	Î	Î
207	0xcf	207	0x00cf	c38f	Ï	Ï
208	0xd0	208	0x00d0	c390	Ð	Ð
209	0xd1	209	0x00d1	c391	Ñ	Ñ
210	0xd2	210	0x00d2	c392	Ò	Ò
211	0xd3	211	0x00d3	c393	Ó	Ó
212	0xd4	212	0x00d4	c394	Ô	Ô
213	0xd5	213	0x00d5	c395	Õ	Õ
214	0xd6	214	0x00d6	c396	Ö	Ö
215	0xd7	215	0x00d7	c397	×	×
216	0xd8	216	0x00d8	c398	Ø	Ø
217	0xd9	217	0x00d9	c399	Ù	Ù
218	0xda	218	0x00da	c39a	Ú	Ú
219	0xdb	219	0x00db	c39b	Û	Û
220	0xdc	220	0x00dc	c39c	Ü	Ü
221	0xdd	221	0x00dd	c39d	Ý	Ý
222	0xde	222	0x00de	c39e	Þ	Þ

223	0xdf	223	0x00df	c39f	ß	ß
224	0xe0	224	0x00e0	c3a0	à	à
225	0xe1	225	0x00e1	c3a1	á	á
226	0xe2	226	0x00e2	c3a2	â	â
227	0xe3	227	0x00e3	c3a3	ã	ã
228	0xe4	228	0x00e4	c3a4	ä	ä
229	0xe5	229	0x00e5	c3a5	å	å
230	0xe6	230	0x00e6	c3a6	æ	æ
231	0xe7	231	0x00e7	c3a7	ç	ç
232	0xe8	232	0x00e8	c3a8	è	è
233	0xe9	233	0x00e9	c3a9	é	é
234	0xea	234	0x00ea	c3aa	ê	ê
235	0xeb	235	0x00eb	c3ab	ë	ë
236	0xec	236	0x00ec	c3ac	ì	ì
237	0xed	237	0x00ed	c3ad	í	í
238	0xee	238	0x00ee	c3ae	î	î
239	0xef	239	0x00ef	c3af	ï	ï
240	0xf0	240	0x00f0	c3b0	ð	ð
241	0xf1	241	0x00f1	c3b1	ñ	ñ
242	0xf2	242	0x00f2	c3b2	ò	ò
243	0xf3	243	0x00f3	c3b3	ó	ó
244	0xf4	244	0x00f4	c3b4	ô	ô
245	0xf5	245	0x00f5	c3b5	õ	õ
246	0xf6	246	0x00f6	c3b6	ö	ö
247	0xf7	247	0x00f7	c3b7	÷	÷
248	0xf8	248	0x00f8	c3b8	ø	ø
249	0xf9	249	0x00f9	c3b9	ù	ù
250	0xfa	250	0x00fa	c3ba	ú	ú
251	0xfb	251	0x00fb	c3bb	û	û
252	0xfc	252	0x00fc	c3bc	ü	ü
253	0xfd	253	0x00fd	c3bd	ý	ý
254	0xfe	254	0x00fe	c3be	þ	þ
255	0xff	255	0x00ff	c3bf	ÿ	ÿ

Title: Miscellaneous bug

Report No: 2.3.1 - 3

Status: Resolved

Resolved Date:

Related Report:

None.

Description:

Changes made to StandaryResources.py to fix multiple bugs and to allow Alice to work with Spanish words.

Comments:

propertyNamesToOmit

Alice will not display the “text” for the items in this list (e.g. No Comment instead of text = No Comment).

// No comment

Changes need to be made to code because Spanish version is not able to find these items as Alice is comparing Spanish terms with the English terms in the Resources file. Instead of creating a new resources file, the English key words are translated for comparison in Alice code.

edu.cmu.cs.stage3.alice.authoringtool.AuthoringToolResources.java line 647

propertyStructure

These are the properties listed in the properties tab in the details view. Translate the English key words in the resource file.

edu.cmu.cs.stage3.alice.core.Property.java line 63

edu.cmu.cs.stage3.alice.core.Element.java line 605

The table in the next page shows the relationship of Alice source file. Items on the left column extends the item on the right column. If a file initialize an item whose parent eventually extends the Property class, then the String will be translated to the required language provided that the translation is available in the properties_es.properties or string_es.properties file.

propertyValueFormatMap

These are the values and units of the items in the submenu of the one shot menu items.

edu.cmu.cs.stage3.alice.authoringtool.AuthoringToolResources.java line 768

Title: Allowing XML to parse special characters

Report No: 2.3.1 - 4

Status:

Resolved Date:

Related Report:

None.

Description:

Comments:

Added code in edu.cmu.cs.stage3.alice.core.Element.java line 1441

```
java.io.InputStream inputStream = loader.readFile( XML_FILENAME );  
java.io.Reader reader = new java.io.InputStreamReader(inputStream, "UTF-8");
```

```
org.xml.sax.InputSource is = new org.xml.sax.InputSource(reader);  
is.setEncoding("UTF-8");
```

```
org.w3c.dom.Document document = builder.parse( is );
```

Title: Converting all popup menu title to Spanish and still have the correct contents.

Report No: 2.3.1 - 5

Status:

Resolved Date:

Related Report:

None.

Description:

Alice uses String comparison on title to create its contents, but cannot find contents for Spanish methods since the title does not match. Need to translate all the title so Alice can compare all items correctly.

Comments:

edu.cmu.cs.stage3.alice.authoringtool.util.PopupMenuUtilities.java line 276 Translate all popup title.

edu.cmu.cs.stage3.alice.core.Property.java line 66 Translate all properties in details panel.

edu.cmu.cs.stage3.alice.core.Element.java line 607 and 621 Retrieve property of the given name.

edu.cmu.cs.stage3.alice.authoringtool.dialog.StartupContentPane.java line 516 Translate the name for templates.

Done: (Highlight in yellow)

```
516: name, files[i].getAbsolutePath()); //AikMin.getString(name), files[i].getAbsolutePath()); - for converting template name
```

```
106: String DITdesired[] = {AikMin.getProperty("condition")};
```

```
113: String CLdesired[] = {AikMin.getProperty("end")};
```

```
125: String LITdesired[] = {AikMin.getProperty("condition")};
```

```
317: ... propertyName", property.getName()), new edu.cmu.cs.stage3.util.StringObjectPair(AikMin.getProperty("duration"), new Double(0));
```

```
144: String DITdesired[] = {AikMin.getProperty("condition")};
```

```
151: String CLdesired[] = {AikMin.getProperty("end")};
```

```
163: String LITdesired[] = {AikMin.getProperty("condition")};
```

```
199: String Wdesired[] = {AikMin.getProperty("duration")};
```

```
317: locationLabel.setText(AikMin.getProperty(" on ") + location);
```

```
610: if( property.getName().equals( AikMin.getProperty(name) ) ) {
```

```
621: if( property.getName().equalsIgnoreCase( AikMin.getProperty(name) ) ) {
```

```
66: m_name = AikMin.getProperty(name);
```

```
174: popupStructure.add( new edu.cmu.cs.stage3.util.StringObjectPair( AikMin.getProperty("methods"),  
edu.cmu.cs.stage3.util.StringObjectPair
```

```
104: specialStringMap.put( "<keyCode>", AikMin.getProperty("a key") );
```

```
105: specialStringMap.put( "<keyCode>", AikMin.getProperty("a key") );
```

```
106: specialStringMap.put( "<mouse>", AikMin.getProperty("the mouse") );
```

```
107: specialStringMap.put( "<onWhat>", AikMin.getProperty("something") );
```

```
108: specialStringMap.put( "<condition>", AikMin.getProperty("something") );
```

```
109: specialStringMap.put( "<variable>", AikMin.getProperty("a variable") );
```

```
110: specialStringMap.put( "<arrowKeys>", AikMin.getProperty("the arrow keys") );
```

```
112: specialStringMap.put( "<objects>", AikMin.getProperty("objects") );
```

```
113: specialStringMap.put( "<subject>", AikMin.getProperty("subject") );
```

No change

```
660: ... ge3.util.StringObjectPair( "propertyName", AikMin.getProperty("value") ), new  
edu.cmu.cs.stage3.util.StringObjectPair( "duration", new Integer( 0 ) ) );  
edu.cmu.cs.stage3.util.StringObjectPair
```

```
755: if( propertyName.equals( AikMin.getProperty("vehicle") ) ) {
```

```
761: String[] desiredProperties = new String[] { AikMin.getProperty("value") };
```

```
771: String[] desiredProperties = new String[] { AikMin.getProperty("value") };
```

```
1,011: if( (edu.cmu.cs.stage3.alice.core.response.AbstractPointAtAnimation.class.isAssignableFrom( elementClass ) ) &&
```

```

desiredProperties[0].equals( AikMin.getProperty("target") ) ) ||
1,223: structure.add( new edu.cmu.cs.stage3.util.StringObjectPair( AikMin.getProperty("other..."), runnable ) );
1,489: } else if( (property.getOwner() instanceof edu.cmu.cs.stage3.alice.core.response.PointAtAnimation) &&
property.getName().equals( AikMin.getProperty("target") ) ) {
1,515: } else if( (property.getOwner() instanceof edu.cmu.cs.stage3.alice.core.response.PointAtConstraint) &&
property.getName().equals( AikMin.getProperty("target") ) ) {
1,639: structure.add( new edu.cmu.cs.stage3.util.StringObjectPair( AikMin.getProperty("other..."), runnable ) );
2,055: if( (! propertyNames[i].equals( "visualization" ) ) && (! propertyNames[i].equals( AikMin.getProperty("isFirstClass") ) ) ) { //
HACK suppression
2,101: if( (property.getOwner() instanceof edu.cmu.cs.stage3.alice.core.response.PropertyAnimation) &&
property.getName().equals( AikMin.getProperty("value") ) ) {
2,111: } else if( (property.getOwner() instanceof edu.cmu.cs.stage3.alice.core.question.userdefined.PropertyAssignment) &&
property.getName().equals( AikMin.getProperty("value") ) ) {
AuthoringToolResources.java (7 matches)
498: if( propertyName.equals( AikMin.getProperty( propertyChunk.getString() ) ) ){
656: if ( AikMin.getProperty(AuthoringToolResources.resources.propertyNamesToOmit[i].getString()).equals( propertyName ) ) {
693: if( (property.getOwner() instanceof edu.cmu.cs.stage3.alice.core.response.PropertyAnimation) &&
property.getName().equals( AikMin.getProperty("value") ) ) {
707: } else if( (property.getOwner() instanceof edu.cmu.cs.stage3.alice.core.question.userdefined.PropertyAssignment) &&
property.getName().equals( AikMin.getProperty("value") ) ) {
1,240: desired.add( AikMin.getProperty( token.substring( token.lastIndexOf( "<" ) + 1, token.indexOf( ">" ) ) ) );
1,242: desired.add( AikMin.getProperty( token.substring( token.lastIndexOf( "<" ) + 1, token.indexOf( ">" ) ) ) );
1,260: temp[i] = AikMin.getProperty(parameterizedPropertiesToOmit[i]);

883: String groupName = AikMin.getProperty(sop.getString()); // Aik Min - get the name of function categories
May be tied to edu.cmu.cs.stage3.util.StringObjectPair

31: propertyName.set( AikMin.getProperty("vehicle") );
36: if( ((String)value).equals( AikMin.getProperty("vehicle") ) ) {

```


Title: Translating the Other Drop Down menu

Report No: 2.3.1 - 6

Status:

Resolved Date:

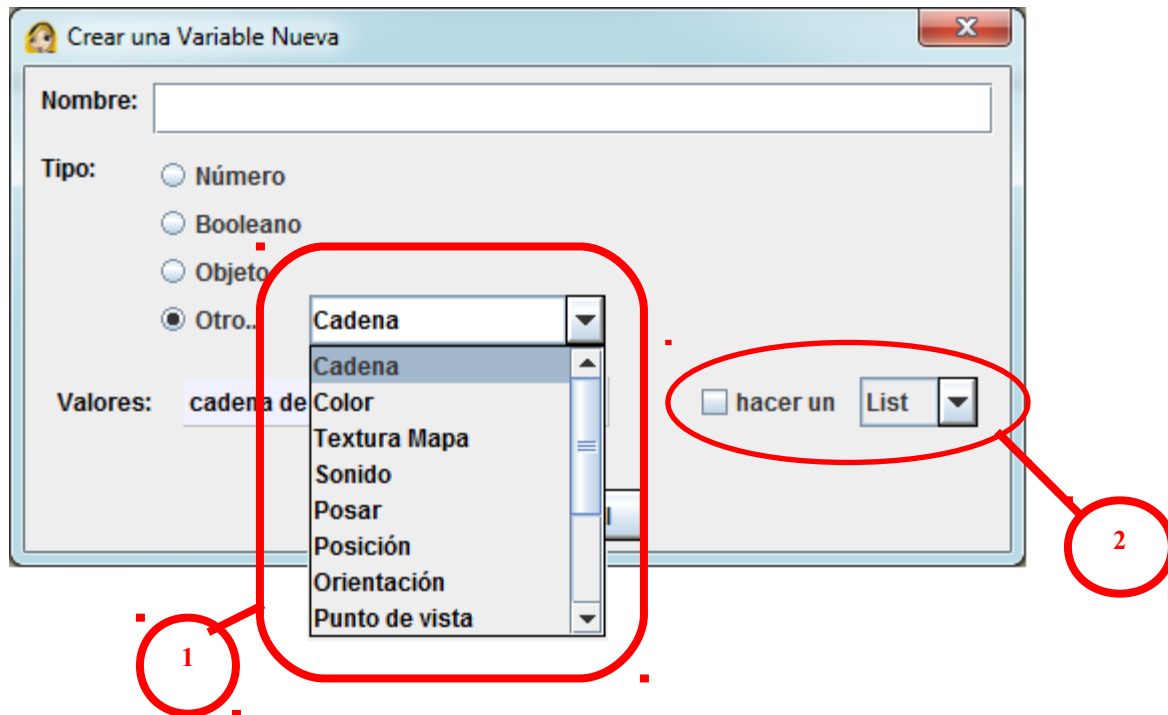
Related Report:

None.

Description:

Items in dropdown boxes not translated.

Comments:



1.
edu.cmu.cs.stage3.alice.authoringtool.util.TypeChooser.java

Created a private class makeObj to store the item of the drop down menu. Display item will be in the respective language while the item itself will be in English to enable Alice to find the correct Class.

Changes made to:

Line 105 otherCombo.addItem(new makeObj(defaultVariableTypes[i].getString()));

Line 123 parseOtherType()

Line 155 addCurrentTypeToList()

2.
edu.cmu.cs.stage3.alice.authoringtool.dialog.NewNamedTypedElementContentPane.java

Translate the drop down items.

Made changes to:

collectionTypeCombo

Title: Unit map appearing bold bug

Report No: 2.3.1 - 7

Status: Resolved

Resolved Date: Sept 19, 2012

Related Report:

None.

Description:

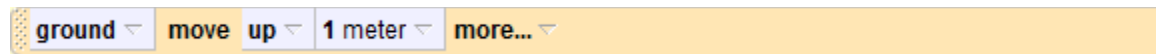
Alice fails to recognize the units not being part of the number and making everything bold.

Comments:

Changed

edu.cmu.cs.stage3.alice.authoringtool.viewcontroller.PropertyViewController.java line 493

String s = AikMin.getName((String)iter.next());



Title: Default value for Comments in Spanish**Report No:** 2.3.1 - 8**Status:** Resolved**Resolved Date:** Sept 19, 2012**Related Report:**

None.

Description:

Need to translate the default value for Comments.

Comments:

edu.cmu.cs.stage3.alice.authoringtool.editors.questioneditor.QuestionEditor.java Line 150

```
edu.cmu.cs.stage3.util.StringObjectPair Cknown[] = {new edu.cmu.cs.stage3.util.StringObjectPair("text", AikMin.getName("No comment"))};
```

edu.cmu.cs.stage3.alice.authoringtool.editors.responseeditor.ResponseEditor.java Line 227

```
edu.cmu.cs.stage3.util.StringObjectPair Cknown[] = {new edu.cmu.cs.stage3.util.StringObjectPair("text", AikMin.getName("No comment"))};
```

// Sin comentarios

Title: Network location for .alice2 folder and user home directory

Report No: 2.3.1 - 9

Status: Resolved

Resolved Date: Sept 19, 2012

Related Report:

None.

Description:

Comments:

Need to redirect AlicePreferences.xml file to network location. Admin must manually delete .alice2 from other locations before Alice will recreate a new .alice2 in network location.

dirFromProperties = Alice User Directory = `System.getProperty("alice.userDir")`

aliceHome = Alice Home Directory = `System.getProperty ("alice.home")` or `System.getProperty("user.dir")`

userHome = `System.getProperty("user.home")`

.alice2 = **directory from config file** or **dirFromProperties** or **aliceHome** or **userHome**

`System.getProperty("alice.home");` = null

`System.getProperty("user.dir");` = C:\...\Alice 2.3\Required

`System.getProperty("alice.userDir");` = null

`System.getProperty("user.home");` = *User's home directory*

Title: Clipboard bug

Report No: 2.3.1 - 10

Status: Resolved

Resolved Date: Sept 19, 2012

Related Report:

None.

Description:

“x” number of clipboards are added to the world if the number of clipboards were changed from 1 to “x” number instead for making it a total of “x” clipboards.

Comments:

Changed

edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java Line 1353

jAliceFrame.clipboardPanel.removeAll();//.remove(0);

Title: Spanish Bug - Cannot delete models.

Report No: 2.3.1 - 11

Status: Resolved

Resolved Date: Sept 19, 2012

Related Report:

Description:

Another Alice String compare issue.

Comments:

Error durante la simulación.

edu.cmu.cs.stage3.alice.core.IllegalPropertyValueException: edu.cmu.cs.stage3.alice.core.Model[book] no tiene una propiedad llamada opacidad

at

edu.cmu.cs.stage3.alice.core.response.PropertyAnimation\$RuntimePropertyAnimation.prologue(PropertyAnimation.java:117)

ElementPopupUtilities.java line 437 448, 485, and 495 opacityAnimation.propertyName.set(...);

Title: Comments and Say bubble not displaying extended characters correctly**Report No:** 2.3.1 - 12**Status:** Resolved**Resolved Date:****Related Report:**

None.

Description:

Say bubble not displaying extended character correctly.

Comments:

Cámara

DirectX

The problem is in the native method Graphics.hpp DrawString:

```
int DrawString( const char* vcString, long x, long y ) {
    if( vcString ) {
        x += m_origin.x;
        y += m_origin.y;
        FlipY( y );
        if( m_bIsFlipped ) {
            //todo
        }
    }
}
```

Added:

```
int length = MultiByteToWideChar(CP_UTF8, 0, (LPCSTR)vcString, -1, NULL, 0);
if (length > 0)
{
    wchar_t* wide = new wchar_t[length];
    MultiByteToWideChar(CP_UTF8, 0, (LPCSTR)vcString, -1, wide, length);

    size_t convertedChars = 0;
    char* ansi = new char[length];
    wcstombs_s(&convertedChars, ansi, length, wide, _TRUNCATE);

    TextOut(m_hDC, x, y, ansi, (int)strlen( ansi ) );
}
return S_OK;
}
```

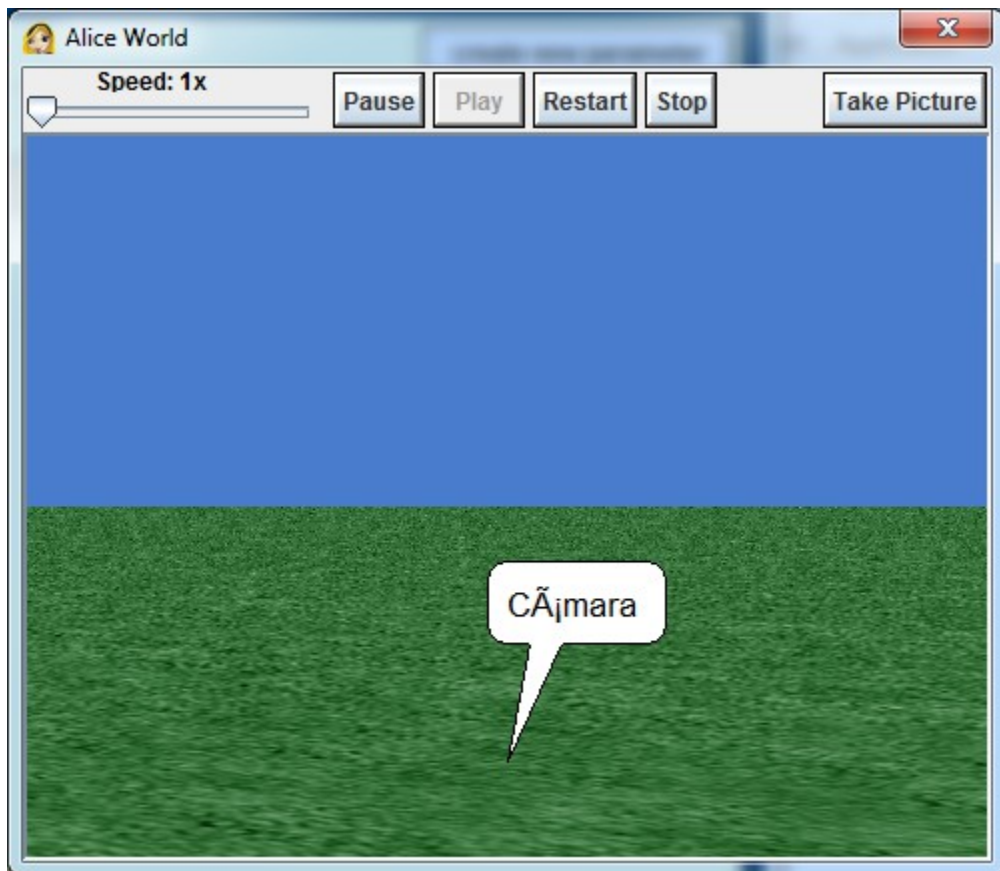
Convert Unicode to Ascii for display in Alice 2.3.

Open GL

edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer.Graphics.java Line 279

```
public void drawString( String str, int x, int y ) {
    com.sun.opengl.util.j2d.TextRenderer renderer = new com.sun.opengl.util.j2d.TextRenderer( m_font );
    renderer.beginRendering(m_renderContext.getWidth(), m_renderContext.getHeight());
    renderer.setColor(m_color);
    renderer.draw(str, x, m_renderContext.getHeight() - y);
    renderer.endRendering();
}
```

ground ▾ say Cámara ▾ more... ▾



Title: Right Click to rename method

Report No: 2.3.1 - 13

Status: Resolved

Resolved Date: Sept 26, 2012

Related Report:

Description:

Cannot right click to rename methods.

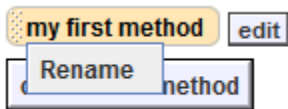
Comments:

edu.cmu.cs.stage3.alice.authoringtool.viewcontroller.ElementNamePropertyViewControll.java line 74 for mouse clicks on method rename.

edu.cmu.cs.stage3.alice.authoringtool.editors.compositeeditor.CompositeElementPanel line 63 for items in editor window.

edu.cmu.cs.stage3.alice.authoringtool.util.CustomMouseAdapter.java line 70 and 78 for mouse clicks on events.

Added ev.getButton() == java.awt.event.MouseEvent.BUTTON3



Title: Update Gallery
Report No: 2.3.1 - 14
Status: Resolved
Resolved Date: Oct 10, 2012

Related Report:
None.

Description:
Make a special checkbox for just updating gallery.

Comments:
Added code in edu.cmu.cs.stage3.alice.authoringtool.Authoringtool.java line 5480+



Alice 2.3.2

Title: Custom Gallery

Report No: 2.3.2 - 1

Status: Resolved

Resolved Date: Oct 14, 2012

Related Report:

None.

Description:

Make a special folder "Custom Folder" in User directory to store custom models.

Comments:

Translate Custom_Gallery=Custom Gallery to Spanish

```
edu.cmu.cs.stage3.alice.authoringtool.galleryviewer.GalleryViewer.java
public static final String customGalleryName = Messages.getString("Custom_Gallery");
public static String customGalleryRoot;
java.io.File mainCustomGalleryFile = new java.io.File(authoringToolConfig.getValue("directories.charactersDirectory"));
customGalleryIcon = new javax.swing.ImageIcon( GalleryViewer.class.getResource( "images/defaultFolderIcon.png" ) );
toAdd.setImage(customGalleryIcon);
```

edu.cmu.cs.stage3.alice.authoringtool.JAlice – configInit() line 386 – Alice create custom gallery directory on the desktop if a path is not specifies in the properties file.

edu.cmu.cs.stage3.alice.authoringtool.dialog.PreferencesContentPane.java – setInput() line 831 - save changes when user changes the default directory.

.../Alice 2.3/Required/etc/AliceWebGalleryURL.txt – alternative web location for models.



Title: Bug preventing Alice from saving preferences xml file to user specified location

Report No: 2.3.2 - 2

Status: Not confirmed

Resolved Date:

Related Report:

None.

Description:

Note: To output an error message in the selected language, Alice needs to load the preferences file to get the selected language. If this is loaded before Alice read the config file, then the language file (if does not exist, will be created in the default location) or read from the default location. To fix this problem, we only try to load the preference file if we need to output an error message. Once the config file is read, everything will be fine.

Comments:

So, here, if the locale is not specified, then we load the preferences file

Added

edu.cmu.cs.stage3.lang.Messages.java

```
static {
    if (AikMin.locale.compareToIgnoreCase("") == 0) {
        edu.cmu.cs.stage3.alice.authoringtool.util.Configuration authoringtoolConfig =
edu.cmu.cs.stage3.alice.authoringtool.util.Configuration.getLocalConfiguration( JAlice.class.getPackage() );
        if( authoringtoolConfig.getValue( "language" ) == null ) {
            authoringtoolConfig.setValue( "language", "English" );
        }
        //Locale mexico = new Locale("es","MX");
        //Locale spain = new Locale("es","ES");
        if (authoringtoolConfig.getValue( "language" ).compareToIgnoreCase("spanish")==0){
            AikMin.locale = "es";
            Locale.setDefault(new Locale("es","MX"));
        } else {
            AikMin.locale = "en";
            Locale.setDefault(new Locale("en","US"));
        }
    }
}
```

Title: Bug preventing Alice to load Spanish default world

Report No: 2.3.2 - 3

Status: Resolved

Resolved Date:

Related Report:

None.

Description:

Alice is not able to load Spanish default world due to the locale not set when Alice tries to load the default world.

Comments:

Fixed by moving the load to a later time to allow Alice to read the resource file and set the locale.
edu.cmu.cs.stage3.alice.authoringtool.JAlice.java line 133

Title: Bug while using keyboard keys to move object passed in as variable**Report No:** 2.3.2 - 4**Status:** Resolved**Resolved Date:** Oct 22, 2012**Related Report:**

None.

Description:

If you create an event to use the keys to move an object, but instead of specifying the object, you pass it as a variable to the event,



Alice throws an error. Alice cannot cast Variable to Transformable.

Throwable that caused the error:

java.lang.ClassCastException: edu.cmu.cs.stage3.alice.core.Variable at

edu.cmu.cs.stage3.alice.core.behavior.KeyboardNavigationBehavior.internalSchedule(KeyboardNavigationBehavior.java:185)

Comments:

edu.cmu.cs.stage3.alice.core.behavior.KeyboardNavigationBehavior.java Line 185

Replaced subject.get() with subjectTransformable because Alice was throwing a cast error when subject.get() is a variable.

```
((Transformable)subject.get()).turnRightNow(Direction.FORWARD,dt*turning.x);
```

```
if (((Boolean)stayOnGround.get()).booleanValue()) {  
    Transformable t = new Transformable();  
    t.setPositionRightNow(((Transformable)subject.get()).getPosition(((Transformable)subject.get()).getWorld()));  
    //t.setOrientationRightNow(((Transformable)subject.get()).getWorld().getOrientationAsQuaternion());  
    ((Transformable)subject.get()).turnRightNow(Direction.RIGHT,dt*turning.y,t);  
} else {  
    ((Transformable)subject.get()).turnRightNow(Direction.RIGHT,dt*turning.y);  
}  
}
```

```
((Transformable)subject.get()).rollRightNow(Direction.LEFT,dt*turning.z);
```

with

```
subjectTransformable.turnRightNow(Direction.FORWARD,dt*turning.x);  
if (((Boolean)stayOnGround.get()).booleanValue()) {  
    Transformable t = new Transformable();  
    t.setPositionRightNow(subjectTransformable.getPosition(subjectTransformable.getWorld()));  
    //t.setOrientationRightNow(((Transformable)subject.get()).getWorld().getOrientationAsQuaternion());  
    subjectTransformable.turnRightNow(Direction.RIGHT,dt*turning.y,t);  
} else {  
    subjectTransformable.turnRightNow(Direction.RIGHT,dt*turning.y);  
}  
}  
  
subjectTransformable.rollRightNow(Direction.LEFT,dt*turning.z);
```

Title: Make Alice create thumbnails when saving models

Report No: 2.3.2 - 5

Status: Resolved

Resolved Date: Nov 30, 2012

Related Report:

None.

Description:

Old thumbnail for models saved in Alice.



Comments:

edu.cmu.cs.stage3.alice.authoringtool.saveCharacter line 2366

In the filename.a2c :
elementCountHint.txt
elementData.xml
galleryData.xml
thumbnail.png

Added **private org.w3c.dom.Document createCharacterXML(edu.cmu.cs.stage3.alice.core.Transformable model)** in edu.cmu.cs.stage3.alice.authoringtool line 2386 and modified **public void saveCharacter(edu.cmu.cs.stage3.alice.core.Element element, java.io.File file)** in edu.cmu.cs.stage3.alice.authoringtool line 2481 to include a model image capture and save thumbnail with model.

```
edu.cmu.cs.stage3.alice.gallery.batch.BatchSaveWithThumbnails batch = new  
edu.cmu.cs.stage3.alice.gallery.batch.BatchSaveWithThumbnails();
```

Title: Color throws Null pointer exception

Report No: 2.3.2 - 6

Status: Resolved

Resolved Date: Jan 8, 2013

Related Report:

None.

Description:

Sometimes Alice is not able to load the value for (authoringToolConfig.getValue("backgroundColor")) thus throwing a null pointer when getting the value for this item.

Comments:

Added an if statement to check if the value is null, if so, make color the default value (0, 75, 152).

Title: Remove Screen Capture tab from Preferences

Report No: 2.3.2 -7

Status:

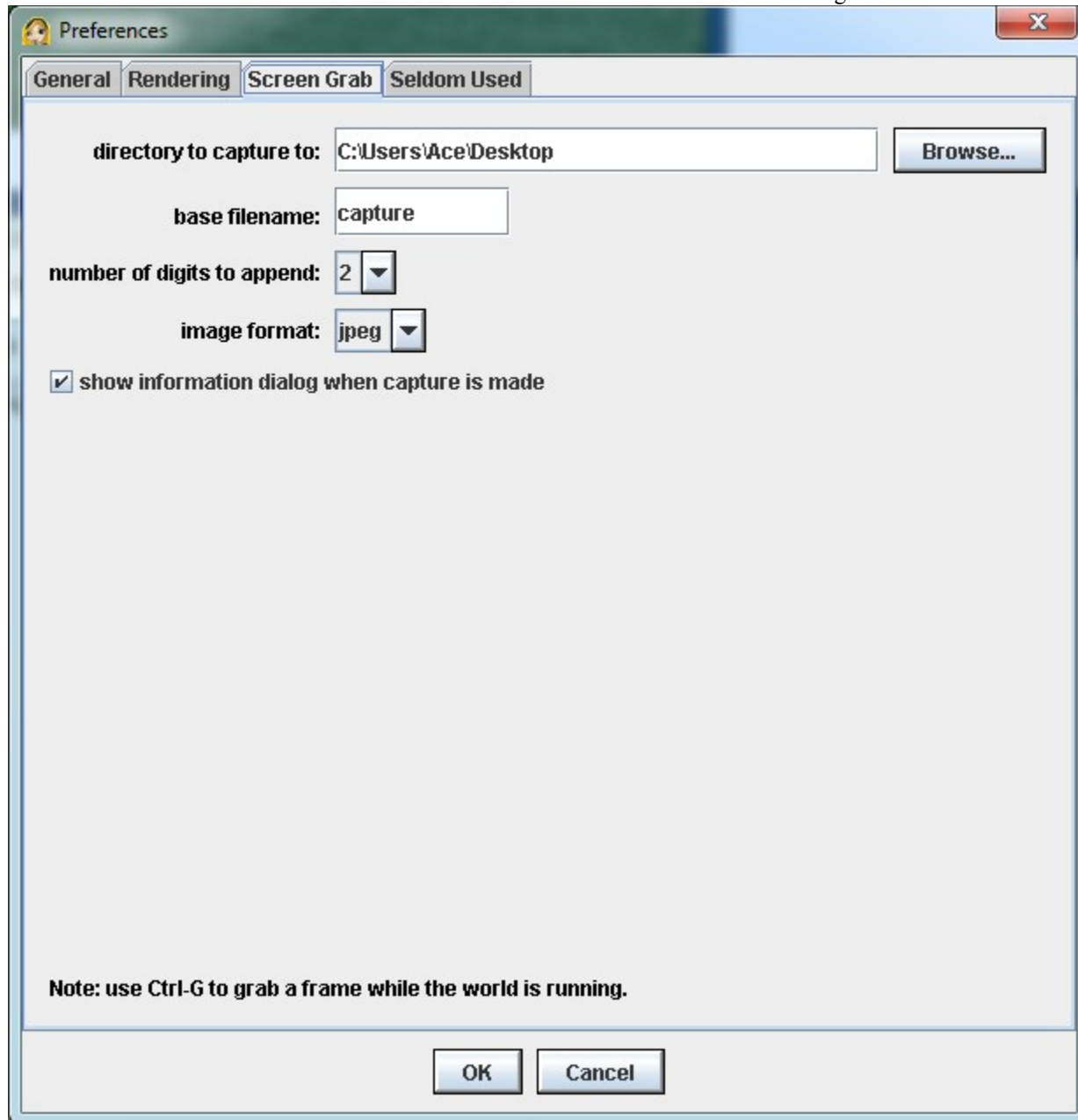
Resolved Date: Jan 20, 2013

Related Report:

None.

Description:

Cannot use the "Take Picture" feature on MAC. Need to remove this feature until the bug is fixed.



Comments:

edu.cmu.cs.stage3.alice.authoringtool.dialog.PreferencesContentPane.java
Commented out line 1407 ScreenGrabTabInit();

Title: Fix Cast Exception Error occurring during start up

Report No: 2.3.2 - 8

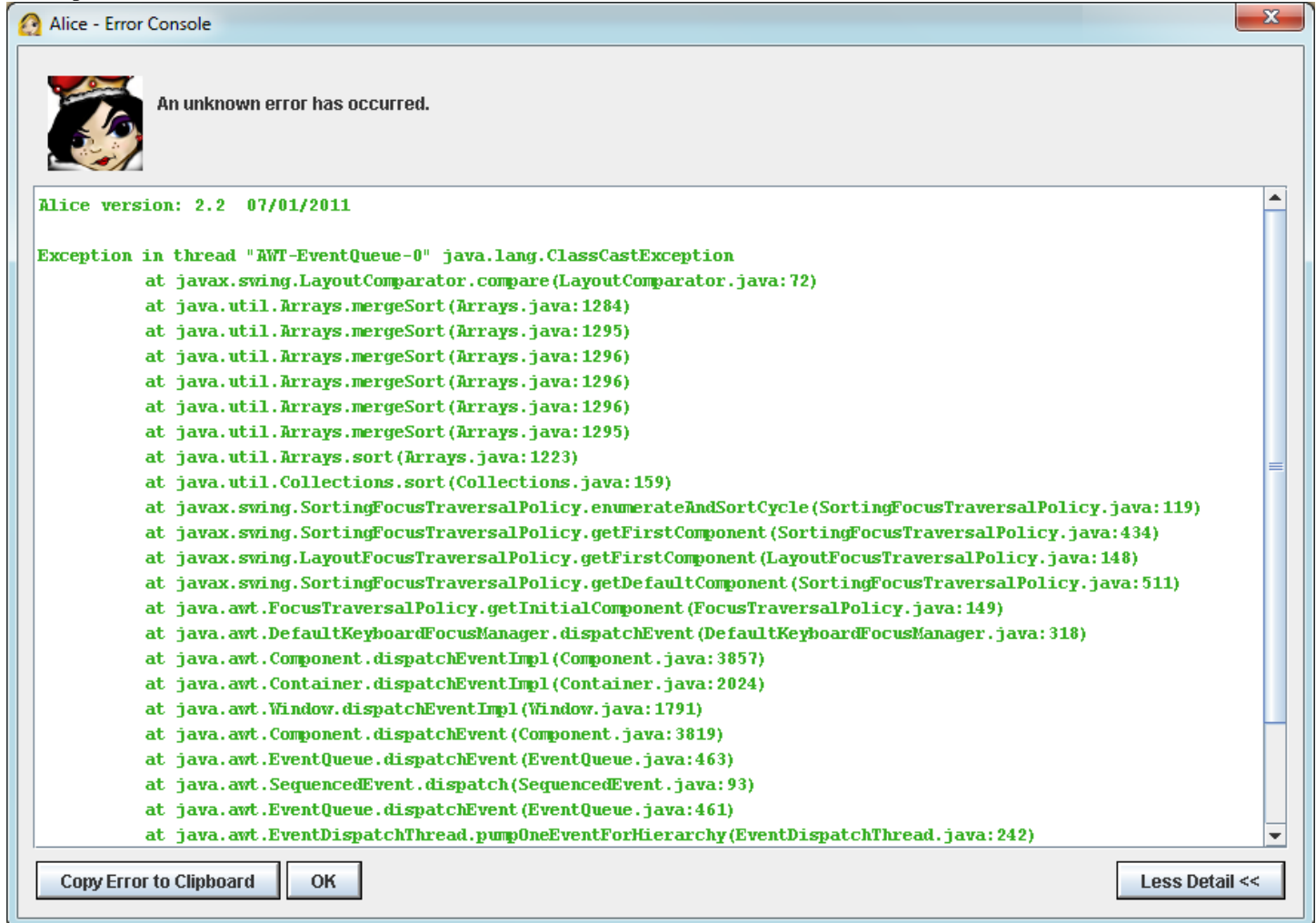
Status:

Resolved Date: Jan 24, 2013

Related Report:

None.

Description:



Comments:

edu.cmu.cs.stage3.alice.authoringtool.dialog.StartUpContentPane.java

Commented out line 640 toBuild.revalidate();

Title: Fix layout of Start Up Window

Report No: 2.3.2 - 9

Status: Resolved

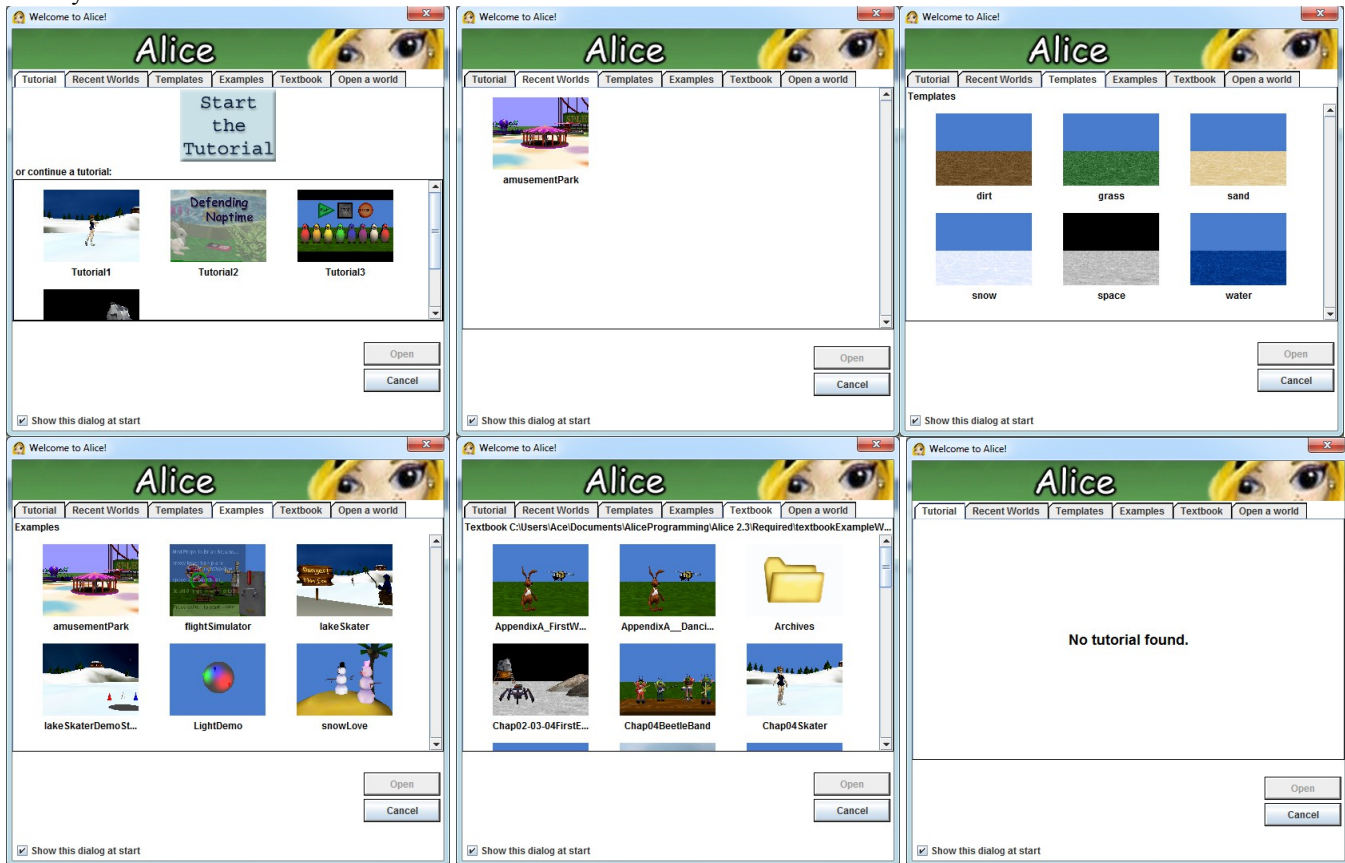
Resolved Date: Jan 29, 2013

Related Report:

None.

Description:

Tab layout is not consistent across the different tabs.



Comments:

edu.cmu.cs.stage3.alice.authoringtool.dialog.StartUpContentPane.java

Line 297+

Note: Modify this section so Alice will not remove the textbook tab. To be consistent with the rest of the tabs, Alice will display “No textbook worlds”.

Line 761+ jbInit() {...

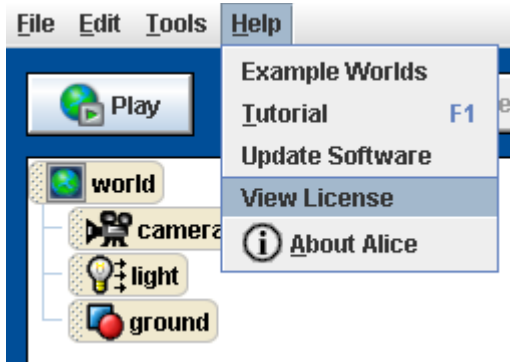
Note: Removed the extra title under the tabs (Actually is a place holder to display file directory, but was never used to display the current directory).

Title: License Menu
Report No: 2.3.2 - 10
Status: Resolved
Resolved Date: Jan 31, 2013

Related Report:
None.

Description:

Create a menu to allow users to view Alice's license



Comments:

Added code in edu.cmu.cs.stage3.alice.authoringtool.Actions.java
This action calls authoringtool.showLicense();

Added code in edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java
This code calls DialogManager to display licenseContentPane

Added code in edu.cmu.cs.stage3.alice.authoringtool.JALiceFrame.java
This section creates the license menu.

Created edu.cmu.cs.stage3.alice.authoringtool.dialog.licenseContentPane.java
This class file displays the license agreement.

Creates a text file to store the license in edu.cmu.cs.stage3.alice.authoringtool.dialog folder

Title: NullPointerException when using Take Picture feature

Report No: 2.3.2 - 11

Status: Resolved

Resolved Date: Jan 31, 2013

Related Report:

None.

Description:

Alice JOGL renderer throws a NullPointerException.

Need to implement public java.awt.Image getOffscreenImage() line 172 in edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer.RendererTarget.

Comments:

Removed Take Picture button

Removed code from edu.cmu.cs.stage3.alice.authoringtool.Actions.java line 305 & 611

Removed code from edu.cmu.cs.stage3.alice.authoringtool.dialog.CaptureContentPane.java line 401, 416, 569, 952 & 967

Removed code from edu.cmu.cs.stage3.alice.authoringtool.dialog.RenderContentPane.java line 320, 336 & 392

Title: CastException Error at start up

Report No: 2.3.2 - 12

Status: Resolved

Resolved Date: Jan 31, 2013

Related Report:

None.

Description:

It seems that this error appears when the preferences.xml is not complete.

Comments:

Modified code in edu.cmu.cs.stage3.alice.authoringtool.util.Configuration.java

Removed storeConfig();

Title: New Feature: Int a
Report No: 2.3.2 - 13
Status: Resolved
Resolved Date: Feb 10, 2013

Related Report:
None.

Description:

We want to add int(a) to Alice and remove int(a) as String.



Comments:

edu.cmu.cs.stage3.alice.core.question.UnaryNumberResultingInNumberQuestion.java line 67 return (int) aValue;
modified

...\Alice 2.3\Required\resources

Alice Style.py

edu.cmu.cs.stage3.alice.core.question.math.Int : "int <a>",

Java Style.py

edu.cmu.cs.stage3.alice.core.question.math.Int : "(int) <a>",

Java Text Style

edu.cmu.cs.stage3.alice.core.question.math.Int : "(int) <a>",

Title: Saving extended character in Zip file**Report No:** 2.3. - 14**Status:** Resolved**Resolved Date:** Feb 28, 2013**Related Report:**

None.

Description:

Files and folders are not saving correctly when extended characters are present in the name.

Comments:

Fixed by converting all the names to UTF-8 before saving and loading the files.

Saving

edu.cmu.cs.stage3.alice.core.Element.java line 1730

Loading

edu.cmu.cs.stage3.io.ZipFileTreeLoader.java line 75, 107, and 120

Table for Debugging Common UTF-8 Character Encoding Problems.

Code Point		Characters		UTF-8 Bytes	Code Point		Characters		UTF-8 Bytes
Unicode	Windows 1252	Expected	Actual		Unicode	Windows 1252	Expected	Actual	
U+20AC	0x80	€	â, ¸	%E2 %82 %AC	U+00C0	0xC0	À	Ã€	%C3 %80
	0x81				U+00C1	0xC1	Á	Ã	%C3 %81
U+201A	0x82	,	â€š	%E2 %80 %9A	U+00C2	0xC2	Â	Ã,	%C3 %82
U+0192	0x83	f	Æ’	%C6 %92	U+00C3	0xC3	Ã	Ãf	%C3 %83
U+201E	0x84	„	â€ž	%E2 %80 %9E	U+00C4	0xC4	Ä	Ã,,	%C3 %84
U+2026	0x85	...	â€¦	%E2 %80 %A6	U+00C5	0xC5	Å	Ã...	%C3 %85
U+2020	0x86	†	â€	%E2 %80 %A0	U+00C6	0xC6	Æ	Ã†	%C3 %86
U+2021	0x87	‡	â€‡	%E2 %80 %A1	U+00C7	0xC7	Ç	Ã‡	%C3 %87
U+02C6	0x88	^	Ë†	%CB %86	U+00C8	0xC8	È	Ã^	%C3 %88
U+2030	0x89	‰	â€°	%E2 %80 %B0	U+00C9	0xC9	É	Ã‰	%C3 %89
U+0160	0x8A	Š	À	%C5 %A0	U+00CA	0xCA	Ê	ÃŠ	%C3 %8A
U+2039	0x8B	‹	â€¹	%E2 %80 %B9	U+00CB	0xCB	Ë	Ã‹	%C3 %8B
U+0152	0x8C	Œ	Å’	%C5 %92	U+00CC	0xCC	ì	ÃŒ	%C3 %8C
	0x8D				U+00CD	0xCD	í	Ã	%C3 %8D
U+017D	0x8E	Ž	Å½	%C5	U+00CE	0xCE	î	ÃŽ	%C3 %8E

				%BD					
	0x8F				U+00CF	0xCF	İ	Ã	%C3 %8F
	0x90				U+00D0	0xD0	Ð	Ã	%C3 %90
				%E2					
U+2018	0x91	‘	â€˜	%80	U+00D1	0xD1	Ñ	Ã‘	%C3 %91
				%98					
				%E2					
U+2019	0x92	’	â€™™	%80	U+00D2	0xD2	Ò	Ã’	%C3 %92
				%99					
				%E2					
U+201C	0x93	“	â€œ	%80	U+00D3	0xD3	Ó	Ã“	%C3 %93
				%9C					
				%E2					
U+201D	0x94	”	â€”	%80	U+00D4	0xD4	Ô	Ã”	%C3 %94
				%9D					
				%E2					
U+2022	0x95	•	â€¢	%80	U+00D5	0xD5	Õ	Ã•	%C3 %95
				%A2					
				%E2					
U+2013	0x96	–	â€”	%80	U+00D6	0xD6	Ö	Ã–	%C3 %96
				%93					
				%E2					
U+2014	0x97	—	â€”	%80	U+00D7	0xD7	×	Ã—	%C3 %97
				%94					
				%E2					
U+02DC	0x98	˜	Ëœ	%CB	U+00D8	0xD8	Ø	Ã˜	%C3 %98
				%9C					
				%E2					
U+2122	0x99	™	â„¸	%84	U+00D9	0xD9	Ù	Ã™	%C3 %99
				%A2					
				%E2					
U+0161	0x9A	š	Âš	%C5	U+00DA	0xDA	Ú	Ãš	%C3 %9A
				%A1					
				%E2					
U+203A	0x9B	›	â€˚	%80	U+00DB	0xDB	Û	Ã›	%C3 %9B
				%BA					
				%E2					
U+0153	0x9C	œ	Âœ	%C5	U+00DC	0xDC	Ü	Ãœ	%C3 %9C
				%93					
				%E2					
	0x9D				U+00DD	0xDD	Ý	Ã	%C3 %9D
				%E2					
U+017E	0x9E	ž	Â¾	%C5	U+00DE	0xDE	Þ	Ãž	%C3 %9E
				%BE					
				%E2					
U+0178	0x9F	Ÿ	Â¸	%C5	U+00DF	0xDF	ß	ÃŸ	%C3 %9F
				%B8					
				%E2					
U+00A0	0xA0		Â	%C2	U+00E0	0xE0	à	Ã	%C3 %A0
				%A0					
				%E2					
U+00A1	0xA1	ı	Âı	%C2	U+00E1	0xE1	á	Ãı	%C3 %A1
				%A1					
				%E2					
U+00A2	0xA2	¢	Â¢	%C2	U+00E2	0xE2	â	Ã¢	%C3 %A2
				%A2					
				%E2					
U+00A3	0xA3	£	Â£	%C2	U+00E3	0xE3	ã	Ã£	%C3 %A3
				%A3					
				%E2					
U+00A4	0xA4	¤	Â¤	%C2	U+00E4	0xE4	ä	Ã¤	%C3 %A4
				%A4					
				%E2					
U+00A5	0xA5	¥	Â¥	%C2	U+00E5	0xE5	å	Ã¥	%C3 %A5
				%A5					
				%E2					
U+00A6	0xA6	¦	Â¦	%C2	U+00E6	0xE6	æ	Ã¦	%C3 %A6
				%A6					
				%E2					
U+00A7	0xA7	§	Â§	%C2	U+00E7	0xE7	ç	Ã§	%C3 %A7
				%A7					
				%E2					
U+00A8	0xA8	¨	Â¨	%C2	U+00E8	0xE8	è	Ã¨	%C3 %A8

U+00A9	0xA9	©	Â©	%A8 %C2 %A9	U+00E9	0xE9	é	Ã©	%C3 %A9
U+00AA	0xAA	ª	Âª	%C2 %AA	U+00EA	0xEA	ê	Ãª	%C3 %AA
U+00AB	0xAB	«	Â«	%C2 %AB	U+00EB	0xEB	ë	Ã«	%C3 %AB
U+00AC	0xAC	¬	Â¬	%C2 %AC	U+00EC	0xEC	ì	Ã¬	%C3 %AC
U+00AD	0xAD		Â	%C2 %AD	U+00ED	0xED	í	Ã	%C3 %AD
U+00AE	0xAE	®	Â®	%C2 %AE	U+00EE	0xEE	î	Ã®	%C3 %AE
U+00AF	0xAF	—	Â—	%C2 %AF	U+00EF	0xEF	ï	Ã—	%C3 %AF
U+00B0	0xB0	º	Âº	%C2 %B0	U+00F0	0xF0	ð	Ãº	%C3 %B0
U+00B1	0xB1	±	Â±	%C2 %B1	U+00F1	0xF1	ñ	Ã±	%C3 %B1
U+00B2	0xB2	²	Â²	%C2 %B2	U+00F2	0xF2	ò	Ã²	%C3 %B2
U+00B3	0xB3	³	Â³	%C2 %B3	U+00F3	0xF3	ó	Ã³	%C3 %B3
U+00B4	0xB4	´	Â´	%C2 %B4	U+00F4	0xF4	ô	Ã´	%C3 %B4
U+00B5	0xB5	µ	Âµ	%C2 %B5	U+00F5	0xF5	õ	Ãµ	%C3 %B5
U+00B6	0xB6	¶	Â¶	%C2 %B6	U+00F6	0xF6	ö	Ã¶	%C3 %B6
U+00B7	0xB7	·	Â·	%C2 %B7	U+00F7	0xF7	÷	Ã·	%C3 %B7
U+00B8	0xB8	,	Â,	%C2 %B8	U+00F8	0xF8	ø	Ã,	%C3 %B8
U+00B9	0xB9	¹	Â¹	%C2 %B9	U+00F9	0xF9	ù	Ã¹	%C3 %B9
U+00BA	0xBA	º	Âº	%C2 %BA	U+00FA	0xFA	ú	Ãº	%C3 %BA
U+00BB	0xBB	»	Â»	%C2 %BB	U+00FB	0xFB	û	Ã»	%C3 %BB
U+00BC	0xBC	¼	Â¼	%C2 %BC	U+00FC	0xFC	ü	Ã¼	%C3 %BC
U+00BD	0xBD	½	Â½	%C2 %BD	U+00FD	0xFD	ý	Ã½	%C3 %BD
U+00BE	0xBE	¾	Â¾	%C2 %BE	U+00FE	0xFE	þ	Ã¾	%C3 %BE
U+00BF	0xBF	¿	Â¿	%C2 %BF	U+00FF	0xFF	ÿ	Ã¿	%C3 %BF

Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char
128	80	Ç	160	A0	á	192	C0	Ł	224	E0	α
129	81	ü	161	A1	í	193	C1	ł	225	E1	β
130	82	é	162	A2	ó	194	C2	ṽ	226	E2	Γ
131	83	â	163	A3	ú	195	C3	ł̇	227	E3	π
132	84	ä	164	A4	ñ	196	C4	—	228	E4	Σ
133	85	à	165	A5	Ñ	197	C5	†	229	E5	σ
134	86	ã	166	A6	²	198	C6	‡	230	E6	μ
135	87	ç	167	A7	°	199	C7	‡	231	E7	ι
136	88	ê	168	A8	¿	200	C8	ℓ	232	E8	Φ
137	89	ë	169	A9	ƒ	201	C9	ℓ̇	233	E9	Θ
138	8A	è	170	AA	¬	202	CA	ℓ̈	234	EA	Ω
139	8B	ï	171	AB	½	203	CB	ℓ̈̇	235	EB	Θ̇
140	8C	î	172	AC	¼	204	CC	ℓ̈̈	236	EC	∞
141	8D	ì	173	AD	¡	205	CD	=	237	ED	∞̇
142	8E	Ä	174	AE	«	206	CE	ℓ̈̈̇	238	EE	ε
143	8F	Å	175	AF	»	207	CF	±	239	EF	Π
144	90	É	176	B0	⋯	208	D0	ℓ̈̈̈	240	FO	≡
145	91	æ	177	B1	⋮	209	D1	ℓ̈̈̈̇	241	F1	±
146	92	Æ	178	B2	■	210	D2	ℓ̈̈̈̈	242	F2	≥
147	93	ô	179	B3		211	D3	ℓ̈̈̈̈̇	243	F3	≤
148	94	ö	180	B4	†	212	D4	ℓ̈̈̈̈̈	244	F4	[
149	95	ò	181	B5	‡	213	D5	ℓ̈̈̈̈̈̇	245	F5]
150	96	û	182	B6	‡	214	D6	ℓ̈̈̈̈̈̈	246	F6	÷
151	97	ù	183	B7	¶	215	D7	ℓ̈̈̈̈̈̈̇	247	F7	≈
152	98	ÿ	184	B8	¶	216	D8	‡	248	F8	•
153	99	Ö	185	B9	‡	217	D9	¸	249	F9	•
154	9A	Ü	186	BA		218	DA	ƒ	250	FA	·
155	9B	•	187	BB	¶	219	DB	■	251	FB	√
156	9C	£	188	BC	¶	220	DC	■	252	FC	•
157	9D	¥	189	BD	¶	221	DD	■	253	FD	•
158	9E	ℳ	190	BE	¶	222	DE	■	254	FE	■
159	9F	f	191	BF	¶	223	DF	■	255	FF	□

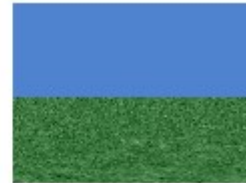
Title: Transparency Bug
Report No: 2.3.2 - 14
Status: Resolved
Resolved Date: Mar 24, 2013

Related Report:
None.

Description:
All transparent objects appear black when using the JOGL renderer.



Take Picture & Thumbnail



Transparency



Comments:

```
edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer.CameraProxy.java line 93
context.gl.glBlendFunc (GL.GL_SRC_ALPHA, GL.GL_ONE_MINUS_SRC_ALPHA);
context.gl.glEnable (GL.GL_BLEND);
context.gl.glEnable(GL.GL_ALPHA_TEST);
context.gl.glAlphaFunc(GL.GL_GREATER, 0.1f);
context.gl.glClearColor(0, 0, 0, 0);
```

JOGL Notes:

edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer.Renderer.java

edu.cmu.cs.stage3.alice.scenegraph.renderer.DefaultRenderTargetFactory.java

Line 44 vector.addElement(edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer.Renderer.class);

List the renderers available

Line 69 DefaultRenderTargetFactory

Returns the first renderer in the list

edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java

Line 965 getRenderTargetFactory

Get and return the default renderer

```
world.setRenderTargetFactory(getRenderTargetFactory());
```

Line 49 getAWTComponent()

Line 60

Line 41 performClearAndRenderOffscreen(RenderContext context)

[illegible]

Title: Take Picture

Report No: 2.3.2 - 15

Status: Resolved

Resolved Date: Apr 28, 2013

Related Report:

Report 2.3.2 - 11.

Description:

Cannot take a screen shot in MAC.

Comments:

edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer.OffscreenRenderTarget.java line 51 modified setSize

edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer.RenderTarget.java

line 160 added createGLBuffer to create a GLPbuffer for offscreen drawing

line 169 added code for clearAndRenderOffScreen()

line 192 added code for getOffscreenImage() to get thumbnail image

Added back take picture feature.

edu.cmu.cs.stage3.alice.authoringtool.dialog.PreferencesContentPane.java line 1407, 1413 &1419

Title: Export Code For Printing**Report No:** 2.3.2 - 16**Status:** Resolved**Resolved Date:** Apr 15, 2013**Related Report:**

None.

Description:

List is not printing.

Comments:

edu.cmu.cs.stage3.alice.authoringtool.util.GUIFactory.java line 297

Added

```
else if (c instanceof edu.cmu.cs.stage3.alice.authoringtool.viewcontroller.CollectionPropertyViewController){  
    edu.cmu.cs.stage3.alice.authoringtool.viewcontroller.CollectionPropertyViewController viewControllerC =  
    (edu.cmu.cs.stage3.alice.authoringtool.viewcontroller.CollectionPropertyViewController)c;  
    StringBuffer htmlStringBuf = new StringBuffer();  
    viewControllerC.getHTML(htmlStringBuf);  
    toReturn = " "+htmlStringBuf.toString()+" ";  
}
```

edu.cmu.cs.stage3.alice.authoringtool.viewcontroller.CollectionPropertyViewController line 140 & 157


```
protected String getHTMLColorString(java.awt.Color color)  
public void getHTML(StringBuffer toWriteTo)
```

Title: Print statements
Report No: 2.3.2 - 17
Status: Resolved
Resolved Date: Jan 29, 2013

Related Report:
None.

Description:
Change print statements so Alice don't add "the value of" to all print statements.

Comments:
Redo print statements so they no longer says "the value of <var> is <var>"
Modified edu.cmu.cs.stage3.alice.core.response.Print.java to exclude extra print informations.

 world.my first method

world.my first method *No parameters*

No variables

print

Testing Print statements

▼

print

world

▼

print

world

▼

. atmosphereColor

▼

print

not

true

▼

print

light

▼

. color

▼

print

subject = ground

▼

's width

▼

print

<None>

▼

print

The camera is

▼

joined with

camera

▼

as a string

▼

print

random number more...

▼

print

int

3.14

▼

```
Testing Print statements
world
Color[r=0.290196,g=0.490196,b=0.8,a=1.0]
false
white
1000.0
None
The camera is camera
0.713723
3
```


Alice 2.3.5

Title: Save to Web feature

Report No: 2.3.5 - 1

Status: Resolved

Resolved Date: Aug 1, 2013

Related Report:

None.

Description:

Save to Web feature not working. The applet will not load on any browser. Disable the Save to Web feature and find out why it is not working on certain web browser.

Comments:

Commented out edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 663

```
//saveForWebContentPane = new edu.cmu.cs.stage3.alice.authoringtool.dialog.SaveForWebContentPane(this);
```

Title: Sound bug

Report No: 2.3.5 - 2

Status: Rejected

Resolved Date:

Related Report:

None.

Description:

When recording a world with a long sound playing, stopping the world does not stop the sound. Exporting the world will cause an error because the sound file is still in used. Need to stop the sound and release the file when the Stop button is pressed.

Comments:

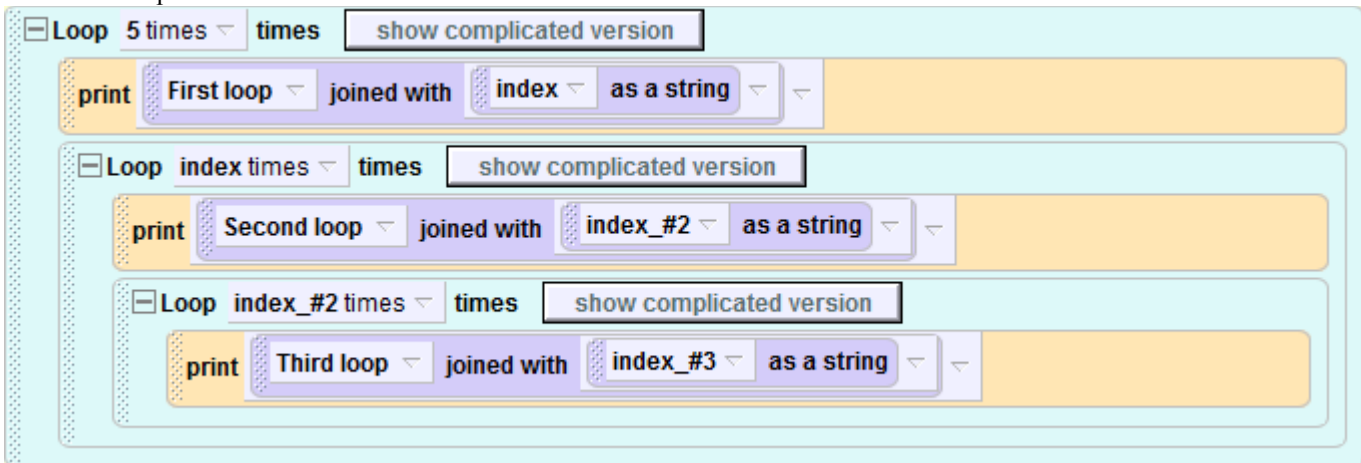
Rejected because it is not correct.

Title: Loop index bug
Report No: 2.3.5 - 3
Status: Resolved
Resolved Date: May 10, 2013

Related Report:
None.

Description:

All nexted loop indices are renamed to index when saved.



Comments:

edu.cmu.cs.stage3.alice.authoringtool.editors.compositeditor.LoopNElementPanel.java line 97

Removed `v.name.set(getIndexName());` which is resetting the name of the variable to “index” due to a problem with `getParent()` always returning null.

Title: Fridge bug

Report No: 2.3.5 - 4

Status: Resolved

Resolved Date: May 16, 2013

Related Report:

None.

Description:

Fridge.a2c is causing a null pointer at CaptureContentPane.java line 859

Comments:

Objs[0] is null and cannot findSoundfromResponse on null.

Removed entry in xml file

```
<property componentClass="edu.cmu.cs.stage3.alice.core.Response" name="responses">  
  <item/>  
</property>
```

Title: Open Alice in non-full screen mode or make normal mode non-full screen

Report No: 2.3.5 - 5

Status: Posponed – will work on this in the future

Resolved Date:

Related Report:

None.

Description:

Wanda suggested to have Alice open in non full screen mode, or perhaps remember the previous size of the window.

Comments:

Title: Copying models to clipboard

Report No: 2.3.5 - 6

Status: Resolved

Resolved Date: May 20, 2013

Related Report:

None.

Description:

Copying models to clipboard and then moving it to editor does nothing. Models cannot be drag back out from clipboard. You cannot copy models using the clipboard. Models can only be duplicated using the duplication tool. You can use the duplication button to copy models, but you cannot undo this action.

Comments:

This problem is fixed by not allowing models to be dragged into clipboard.

Reject drag and drop for the following items:

```
if ( element instanceof edu.cmu.cs.stage3.alice.core.Sound ||  
      element instanceof edu.cmu.cs.stage3.alice.core.Model ||  
      element instanceof edu.cmu.cs.stage3.alice.core.World ) {
```

Title: Cannot create undo for setting visualization object

Report No: 2.3.5 - 7

Status: Resolved

Resolved Date: June 1, 2013

Related Report:

None.

Description:

Value of the visualization object is not push into stack, and when undo, a wrong value is being pop causing a cast error.

Comments:

Created a local variable in edu.cmu.cs.stage3.alice.core.event.PropertyEvent.java to store the previous value and created getOldValue() and setOldValue() to store the previous value. This way, the Old and New value pair will be push into the stack correctly.

Modified in edu.cmu.cs.stage3.alice.authoringtool.MainUndoRedoStack.java line 183 and 205 to store the old value to PropertyEvent.

Title: Redo Planets and ScienceObjects thumbnail

Report No: 2.3.5 - 8

Status: Resolved

Resolved Date: June 3, 2013

Related Report:

None.

Description:

Thumbnails are not of the correct format. They do not have a transparent background. They all have a different shade of grey from the gallery background.

Comments:

Make all thumbnail background transparent.

Title: Undo bug

Report No: 2.3.5 - 9

Status: Resolved

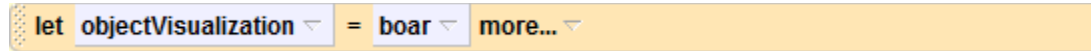
Resolved Date: June 4, 2013

Related Report:

Report 2.3.5 - 7

Description:

It requires the user to click the undo button multiple times to undo the following objectVisualization tile.



Comments:

Five steps were performed to create the statement above, so each undo will only undo 1 step and not remove the whole statement.
edu.cmu.cs.stage3.alice.authoringtool.MainUndoRedoStack.java line 118

```
Object o = ur.getAffectedObject();
if ( o instanceof edu.cmu.cs.stage3.alice.core.Variable){
    for (int i=0; i<5; i++)
        super.undo();
}
```

Title: NullPointerException when loading world

Report No: 2.3.5 - 8

Status: Resolved

Resolved Date: June 20, 2013

Related Report:

None.

Description:

This is possibly caused by missing triangle vertex file in one of the models.

Comments:

Added `if (m_indices != null)`

in edu.cmu.cs.stage3.alice.scenegraph.renderer,joglrenderer.IndexedTriangleArrayProxy.java line 41 and 67

Title: Add the sky color to the history list of color used

Report No: 2.3.5 - 9

Status: Resolved

Resolved Date: June 23, 2013

Related Report:

None.

Description:

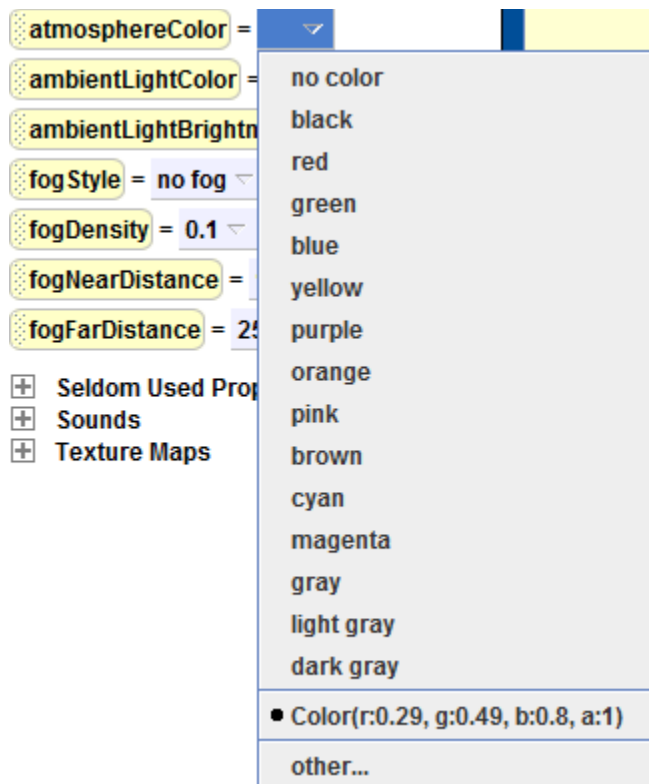
The initial color of atmosphereColor and ambientLightColor is not appearing in the list after user changes the color to something else.

Comments:

Added `addRecentlyUsedValue(currentValue.getClass(), currentValue);`

In line 1464 of edu.cmu.cs.stage3/alice.authoringtool.util

Default color now appears in the list.



Title: Methods cannot be copied into clipboard

Report No: 2.3.5 - 10

Status: Resolved

Resolved Date: July 4, 2013

Related Report:

None.

Description:

Comments:

edu.cmu.cs.stage3.alice.core.Property line 438

modified code to make sure parameter of a method is stored correctly with method.

Title: Accent test for Spanish versions**Report No:** 2.3.5 - 11**Status:** Resolved**Resolved Date:** July 2013**Related Report:**

None.

Description:

Need to perform the following tests on the Spanish version.

Case:

1. All non ascii characters in name - ¿óñá
2. Non ascii characters at beginning of name - ¿aób ñcád
3. Non ascii characters at end of name - ab¿ cdá

Test:

1. Alice a2w filename
2. Folder name with Alice a2w file
3. Method name in Alice
4. Object name in Alice
5. Using non ascii characters in think() and say()

Comments:

Result:

Windows	Case 1	Case 2	Case 2
Test 1	pass	pass	pass
Test 2	pass	pass	pass
Test 3	pass	pass	pass
Test 4	pass	pass	pass
Test 5	pass	pass	pass

OSX	Case 1	Case 2	Case 2
Test 1			
Test 2			
Test 3			
Test 4			
Test 5			

Changed:

edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 907

previously Alice was not getting the full path and filename. Filename is missing last character when non-ascii character is present within the filename. So instead of letting Java return the path, we do a substring and replace anything after the dot with a2w

Title: Heap memory error

Report No: 2.3.5 - 12

Status: Resolved

Resolved Date: July 1, 2013

Related Report:

None.

Description:

Out of heap memory error on MAC.

Comments:

Fixed by putting VM parameter (-Xms32m -Xmx512m) for heap memory.

Title: Updating Alice's dll files**Report No:** 2.3.5 - 13**Status:** Resolved**Resolved Date:** July 22, 2013**Related Report:**

None.

Description:

Recompiled Alice.exe, SlowAndSteadyAlice.exe and jni_directx7renderer.dll so none of the files depends on visual studio libraries.

Comments:

The new directx dll also fixes the say bubble bug where the extended characters are not displayed correctly.

Here is a list of all the files required for each of the libraries.

jni_directx7renderer

Source → cmu → cs → stage3 → alice → scenegraph → renderer → directx7renderer (20 files)

jni_directxversion

Source → cmu → cs → stage3 → alice → scenegraph → renderer → util → directxversion (2 files)

jni_openglrenderer

Source → cmu → cs → stage3 → alice → scenegraph → renderer → openglrenderer → win32 (1 file)

Source → cmu → cs → stage3 → alice → scenegraph → renderer → openglrenderer (16 files)

jni_cdutil.dll

Source → cmu → cs → stage3 → alice → authoringtool → util (1 file)

jni_awtutilities.dll

Source → cmu → cs → stage3 → awt → win32 (1 files)

Source → cmu → cs → stage3 → awt (4 files – awtutilities.h, jni_awtutilities.c, jni_util.h, jni_util.c)

jni_semitransparent.dll

Source → cmu → cs → stage3 → awt → win32 (1 files)

Source → cmu → cs → stage3 → awt (4 files – jni_semitransparentwindow.c, semitransparentwindow.h, jni_util.h, jni_util.c)

jni_fileutilities.dll

Source → cmu → cs → stage3 → io → win32 (1 file)

Source → cmu → cs → stage3 → io (2 files)

Title: NullPointerException bug

Report No: 2.3.5 - 14

Status: Resolved

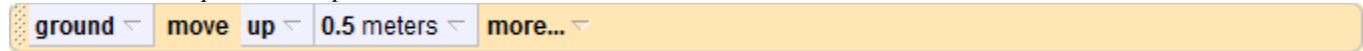
Resolved Date: July 23, 2013

Related Report:

None.

Description:

Alice throws null pointer exception when user clicks more... on a tile



Comments:

edu.cmu.cs.stage3.alice.authoringtool.util.PopupMenuUtilities line 1462 if (currentValue != null)

Object currentValue = property.get();

java.util.Vector unlabeledDefaultValueStructure = getUnlabeledDefaultValueStructureForProperty(property.getOwner().getClass(), property.getName(), property); // very hackish

if (currentValue != null)

if (! (unlabeledDefaultValueStructure.contains(currentValue) || recentlyUsedStructure.contains(currentValue))) {

if (! (currentValue instanceof edu.cmu.cs.stage3.alice.core.Expression)) {

addRecentlyUsedValue(currentValue.getClass(), currentValue);

recentlyUsedStructure.add(0, currentValue);

if(recentlyUsedStructure.size() > Integer.parseInt(authoringToolConfig.getValue("maxRecentlyUsedValues")))

recentlyUsedStructure.remove(recentlyUsedStructure.size() - 1);

}

}

}

Title: Create New Parameter bug

Report No: 2.3.5 - 15

Status: Resolved

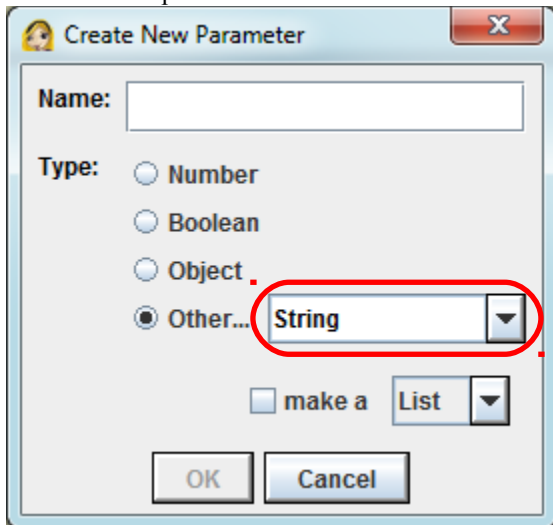
Resolved Date: July 24, 2013

Related Report:

None.

Description:

The Other... option combo box should not be editable as the value typed in this box may not be a valid option.



Comments:

Changed:

edu.cmu.cs.stage3.alice.authoringtool.util.TypeChooser line 49
otherCombo.setEditable (false);

Title: List bug

Report No: 2.3.5 - 16

Status: Resolved

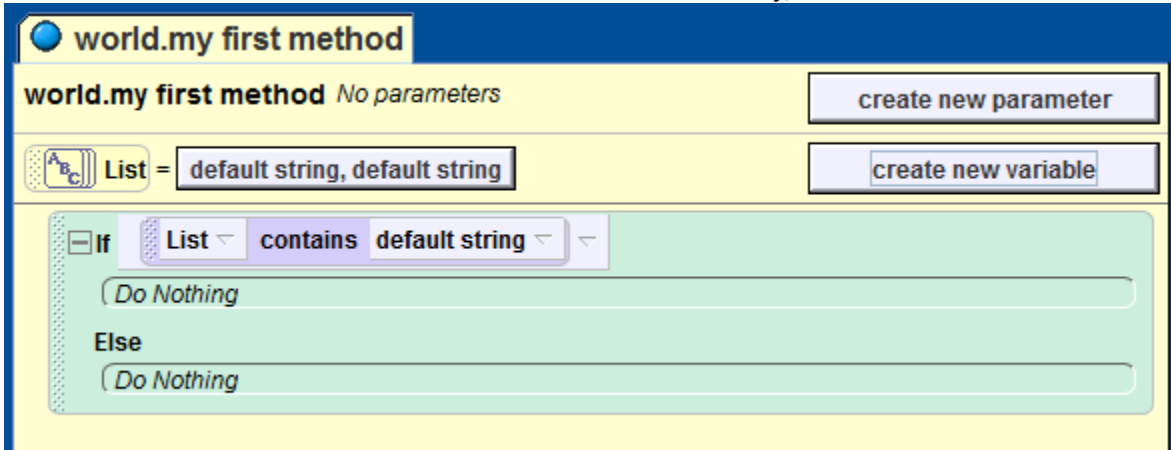
Resolved Date: July 24, 2013

Related Report:

None.

Description:

List contains <value> does not work. The value is not evaluated correctly,



Comments:

edu.cmu.cs.stage3.alice.core.Property.java line 340 added

```
if ( valueClass.isAssignableFrom(List.class) ) {  
    return true;  
}
```

to make sure the value is evaluated and returned to the caller.