

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 2.4.3 (German Language Update – June 17, 2015)

- Created an Alice version with the German Languages.

- Fixed the language file to include parameters and avoid string concatenation.

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Alice 2.4

Title: Gallery bug

Report No: 2.4 - 1

Status: Partially resolved

Resolved Date: Aug 1, 2013

Related Report:

None.

Description:

Object (from gallery) gets inserted to the middle of the screen (not to where the user drags to) on MAC.

Image not appearing when dragging models from gallery to world editor. Requires dll.

Comments:

Added a mouse listener to edu. cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 846

This is so the getModifiers() method in edu.cmu.cs.stage3.awt.AWTUtilities.java can get the mouse modifier if Alice fails to load the AWTUtilities dll file.

Modified edu.cmu.cs.stage3.awt.AWTUtilities.java so it behaves like the dll when Alice fails to load the dll file.

Need work:

isCursorShowing

isKeyPressed

and other related methods

Title: Auto restart for Linux

Report No: 2.4 - 2

Status:

Resolved Date:

Related Report:

Report No. ????

Description:

Auto restart still not implemented for Alice Linux version. Need to set path to point to file location.

Comments:

Added code to edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 1528

```
String file = JAlice.getAliceHomeDirectory().getParent().toString()+"/Required/run-alice";
```

```
if (new java.io.File(file).exists()) {
```

```
    Runtime.getRuntime().exec( file );
```

```
} else {
```

```
    edu.cmu.cs.stage3.swing.DialogManager.showMessageDialog
```

```
        ("Missing Alice executable in Alice directory. Please restart Alice manually.");
```

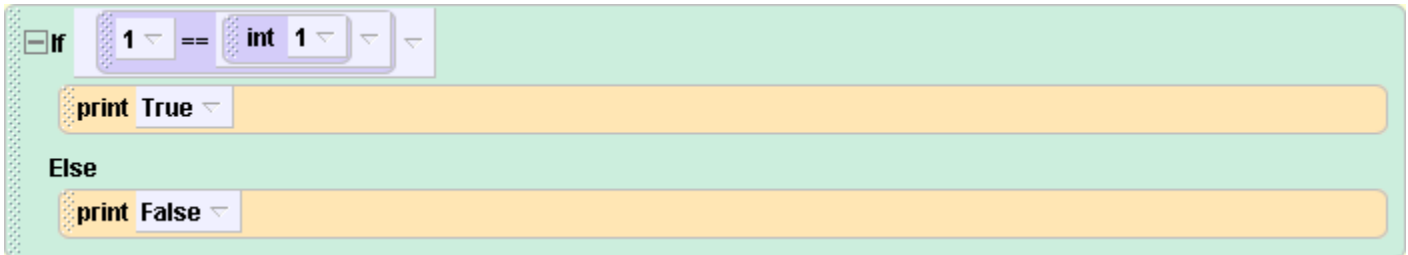
```
}
```

Title: “Int a” bug
Report No: 2.4 - 3
Status: Resolved
Resolved Date: Aug 10, 2013

Related Report:
None.

Description:

This statement always result to Alice printing False. This is because the number is evaluated as an object, and the two objects are Double and Integer. The result of the comparison is therefore false.



Comments:

Added code in edu.cmu.cs.stage3.alice.core.question.AbstractIsEqualTo.java line 47 so the Integer is cast to double and the value is compared rather than the object itself.

Included this code in a try/catch block so other non integer values will be evaluated correctly.

```
try {  
    double a = Double.valueOf(aValue.toString());  
    double b = Double.valueOf(bValue.toString());  
    if ( a == b ) return true;  
    else return false;  
} catch (Exception e) {  
    return false;  
}
```

Title: Event bug
Report No: 2.4 - 4
Status: Resolved
Resolved Date: Aug 30, 2013

Related Report:
None.

Description:

When an event like “While a key is pressed” and “Let the arrow keys move subject” is interrupted by a question dialog box like “Ask user for a string”, Alice fails to recognize that the key was released and the action will still be performed even after the dialog box is closed. This event behaves like “When <a key> is pressed” rather than “While <a key> is pressed”.

[create new event](#)

When the world starts
When a key is typed
When the mouse is clicked on something
While something is true
When a variable changes
Let the mouse move objects
Let the arrow keys move subject
Let the mouse move the camera
Let the mouse orient the camera

Comments:

Created a temp variable in edu.cmu.cs.stage3.alice.AuthoringTool line 853 so the global event listener can track key pressed and key release events and set the variable appropriately.

C:\...\Alice 2.4\Required\resources\common\StandardResources.py

```
"edu.cmu.cs.stage3.alice.core.behavior.WorldStartBehavior" : "When the world starts",  
"edu.cmu.cs.stage3.alice.core.behavior.WorldIsRunningBehavior" : "While the world is running",  
"edu.cmu.cs.stage3.alice.core.behavior.KeyClickBehavior" : "When <keyCode> is typed",  
"edu.cmu.cs.stage3.alice.core.behavior.KeyIsPressedBehavior" : "While <keyCode> is pressed",  
"edu.cmu.cs.stage3.alice.core.behavior.MouseButtonClickBehavior" : "When <mouse> is clicked on <onWhat>",  
"edu.cmu.cs.stage3.alice.core.behavior.MouseButtonIsPressedBehavior" : "While <mouse> is pressed on <onWhat>",  
"edu.cmu.cs.stage3.alice.core.behavior.ConditionalBehavior" : "While <condition> is true",  
"edu.cmu.cs.stage3.alice.core.behavior.ConditionalTriggerBehavior" : "When <condition> becomes true",  
"edu.cmu.cs.stage3.alice.core.behavior.VariableChangeBehavior" : "When <variable> changes",  
"edu.cmu.cs.stage3.alice.core.behavior.DefaultMouseInteractionBehavior" : "Let <mouse> move <objects>",  
"edu.cmu.cs.stage3.alice.core.behavior.KeyboardNavigationBehavior" : "Let <arrowKeys> move <subject>",  
"edu.cmu.cs.stage3.alice.core.behavior.MouseNavigationBehavior" : "Let <mouse> move the camera",  
"edu.cmu.cs.stage3.alice.core.behavior.MouseLookingBehavior" : "Let <mouse> orient the camera",
```

While **any key** is pressed
Begin: **<None>**
During: **<None>**
End: **<None>**

Let     **move** **camera**

Let  **move the camera**

Let  **orient the camera**

While a key is pressed

Modified edu.cmu.cs.stage3.alice.core.behavior.AbstractConditionalBehavior.java line 81 and 99 so the code uses the AuthoringTool temp variable when determining if a key is pressed and released.

Let the arrow keys move subject

Modified edu.cmu.cs.stage3.alice.core.behavior.KeyboardNavigationBehavior line 82 so Let cursor keys move subject works correctly when interrupted by a question dialog box.

Let the mouse move the camera

Throwing nullpointerexception because renderTarget is null. Modified

edu.cmu.cs.stage3.alice.core.manipulator.RenderTargetModelManipulator.java line 105 to check for null.

Modify edu.cmu.cs.stage3.alice.core.behavior.MouseNavigationBehavior line 184. Added mouseActive = false and commented out the rest so it can detect mouse release.

<Let the mouse orient the camera>

Only turning camera left and right. I think it should also do up and down.

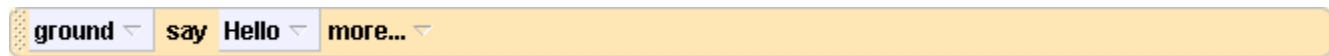
Modify edu.cmu.cs.stage3.alice.core.behavior.MouseLookingBehavior line 154. Commented out the rest so it can detect mouse release.

Title: Say bubble bug
Report No: 2.4 - 5
Status: Resolved
Resolved Date: Sept 2, 2013

Related Report:
None.

Description:

The <Object> say bubble is causing some lighting issue when the world is played. Everything in the world seems to turn dark when the code is executed. Lighting issue is caused by shdingStyle set to flat or smooth. Currently, the JOGL code is not implemented for these shading styles.



Comments:

edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer.appearanceProxy.java
Added code to for shading options.



*Screenshot with lightning issue



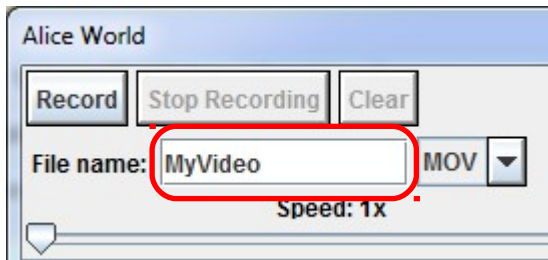
*Screenshot without lightning issue

Title: Export Video bug
Report No: 2.4 - 6
Status: Resolved
Resolved Date: Sept 8, 2013

Related Report:
None.

Description:

User was able to type the path and filename with the extension in the filename text box. This caused an error because Alice expects a file name, thus will try to create a file with the wrong name format. Need a name checker for the Filename field of the movie maker.



Comments:

Output error if user does not have permission to create frames folder in the current location.
edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 2266
make sure dir.canWrite() is true

Added a document listener at edu.cmu.cs.stage3.alice.authoringtool.dialog.CaptureContentPane.java line 464 and the checkFileName() method at line 380.

The filename will appear red and the record button will be disabled if the name is invalid.

(Not confirmed)

We also have a problem with Export Video. The movie seems to capture a frame that is offset from the playtime window. The movie maker uses the Robot class to capture frames, so users cannot move the window since the robot class captures a fixed location.

Title: Thumbnail bug (MAC)

Report No: 2.4 - 7

Status: Resolved

Resolved Date: Sept 10, 2013

Related Report:

Report No. ????

Description:

Thumbnail saves the area where the camera navigation bar is, so the top of the actual render window is cut off. The image also appears to be larger than the actual render.

Comments:

Modified edu.cmu.cs.stage3.alice.scenegraph.rendererer.joglrendererer.RenderTarget.java line 178

```
java.awt.Dimension d = getSize();  
int width = d.width, height = d.height;  
m_renderContext.m_height = height;  
m_renderContext.m_width = width;
```



* Screenshot from Alice 2.2



* Screenshot from Alice 2.3



* Screenshot from Alice 2.4

Title: Buggy tab look and feel

Report No: 2.4 - 8

Status: Resolved

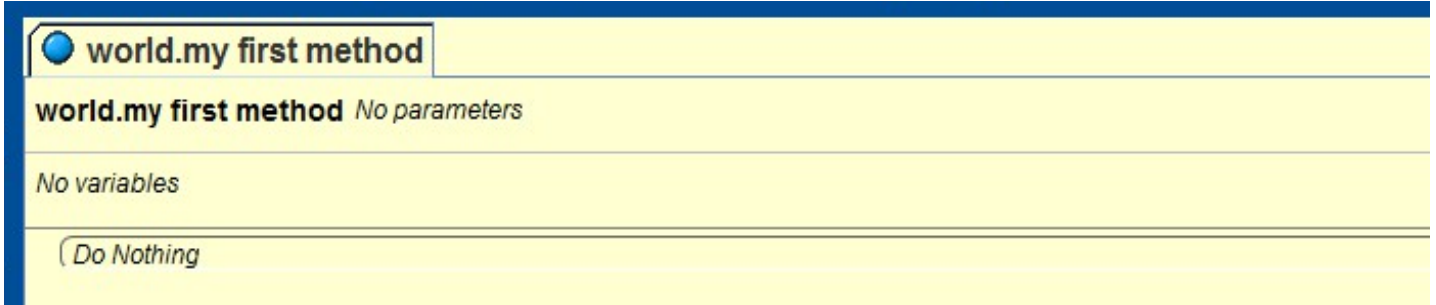
Resolved Date: Sept 10, 2013

Related Report:

None.

Description:

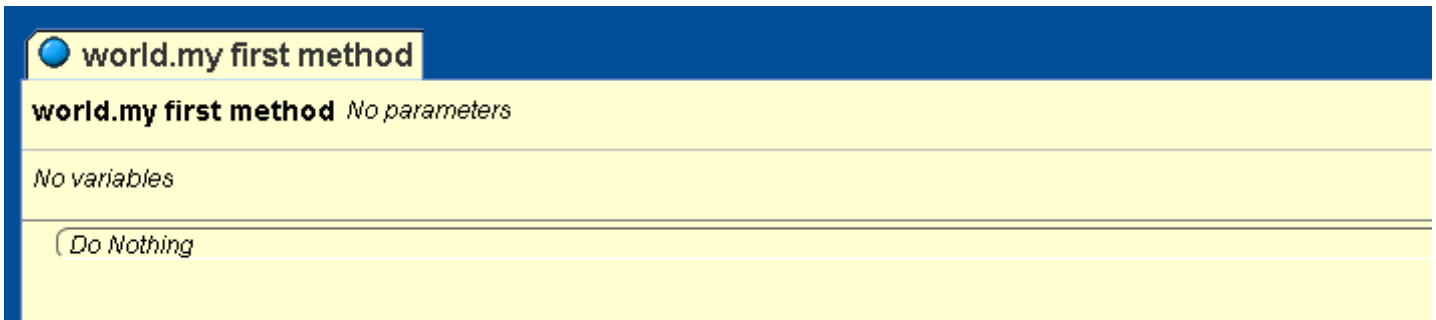
Without an initial refresh, Alice does not notice that there is 1 tab on the tabbed panel and paints the background all yellow.



Comments:

Changed edu.cmu.cs.stage3.alice.authoringtool.util.AliceTabbedPaneUI.java line 69 so it removes the yellow background behind the tab.

```
if (tabAreaBackground.equals(new java.awt.Color(255, 255, 210)) && tabPane.getTabCount() > 0 && tabAreaHeight == 0) {  
    tabAreaHeight = 50;  
}
```



Title: Preferences path

Report No: 2.4 - 9

Status: Resolved

Resolved Date: Sept 11, 2013

Related Report:

Report No. ????

Description:

Some users are running Alice from a removable drive and the drive letter is not always the same. We need a way to save the preferences.xml file so the user will have all the preferences information with them even when running Alice from other location. Currently, Alice saves the preferences information in the user's home directory .alice folder.

Comments:

We should allow relative path to be placed in the config file so Alice can place the .alice2 folder at a network/removable drive.

Modified edu.cmu.cs.stage3.alice.authoringtool.JAlice.java line 590 to set the directories correctly.

```
if( directory != null) {  
    aliceUser = new java.io.File( directory, ".alice2" );    // directory from config file  
}
```

Title: PointOfView bug

Report No: 2.4 - 10

Status: Resolved

Resolved Date: Sept 25, 2013

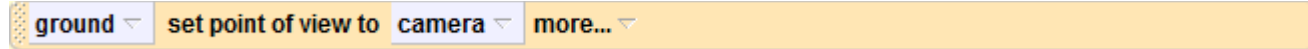
Related Report:

None.

Description:

Alice cannot load the pointOfView property value for objects in the editor window.

Example:



Throws error at edu.cmu.cs.stage3.alice.core.Property.java line 569 No such class - Javax.vecmath.Matrix4d.

Comments:

edu.cmu.cs.stage3.alice.core.Property.java line 569

Created a Matrix44 and set value of type to the matrix.

```
if (type.equals(javax.vecmath.Matrix4d.class)){
    String [] t = text.split(",\\n");
    edu.cmu.cs.stage3.math.Matrix44 m = new edu.cmu.cs.stage3.math.Matrix44();
    m.m00 = Double.valueOf( t[0] );
    m.m01 = Double.valueOf( t[1] );
    m.m02 = Double.valueOf( t[2] );
    m.m03 = Double.valueOf( t[3] );
    m.m10 = Double.valueOf( t[4] );
    m.m11 = Double.valueOf( t[5] );
    m.m12 = Double.valueOf( t[6] );
    m.m13 = Double.valueOf( t[7] );
    m.m20 = Double.valueOf( t[8] );
    m.m21 = Double.valueOf( t[9] );
    m.m22 = Double.valueOf( t[10] );
    m.m23 = Double.valueOf( t[11] );
    m.m30 = Double.valueOf( t[12] );
    m.m31 = Double.valueOf( t[13] );
    m.m32 = Double.valueOf( t[14] );
    m.m33 = Double.valueOf( t[15] );
    return m;
}
```

Title: Create parameter/variable bug

Report No: 2.4 - 11

Status: Resolved

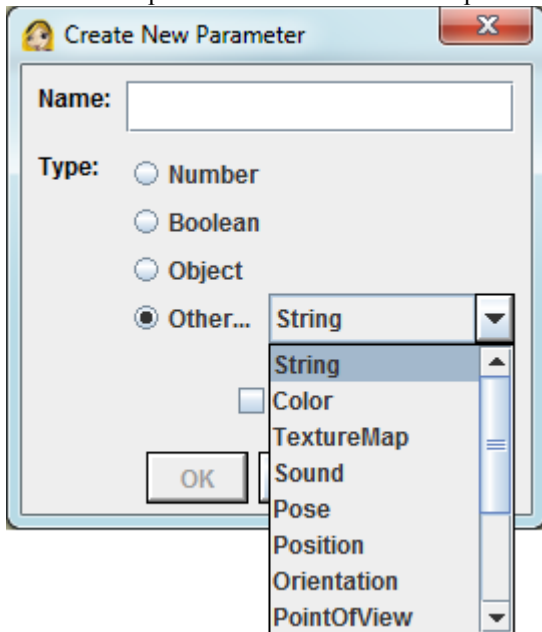
Resolved Date: Sept 26, 2013

Related Report:

Report No. ????

Description:

The Other... parameter/variable does not update correctly causing Alice to insert a wrong type for the variable.



Comments:

Change edu.cmu.cs.stage3.alice.authoringtool.util.TypeChooser.java line 151 to check for the parameter/variable type.

Added refreshValuePanel(); in edu.cmu.cs.stage3.alice.authoringtool.dialog.NewNamedTypeElement.java line 177.

Title: Cannot double click to open a file in MAC**Report No:** 2.4 - 12**Status:** Resolved**Resolved Date:** Oct 6, 2013**Related Report:**

None.

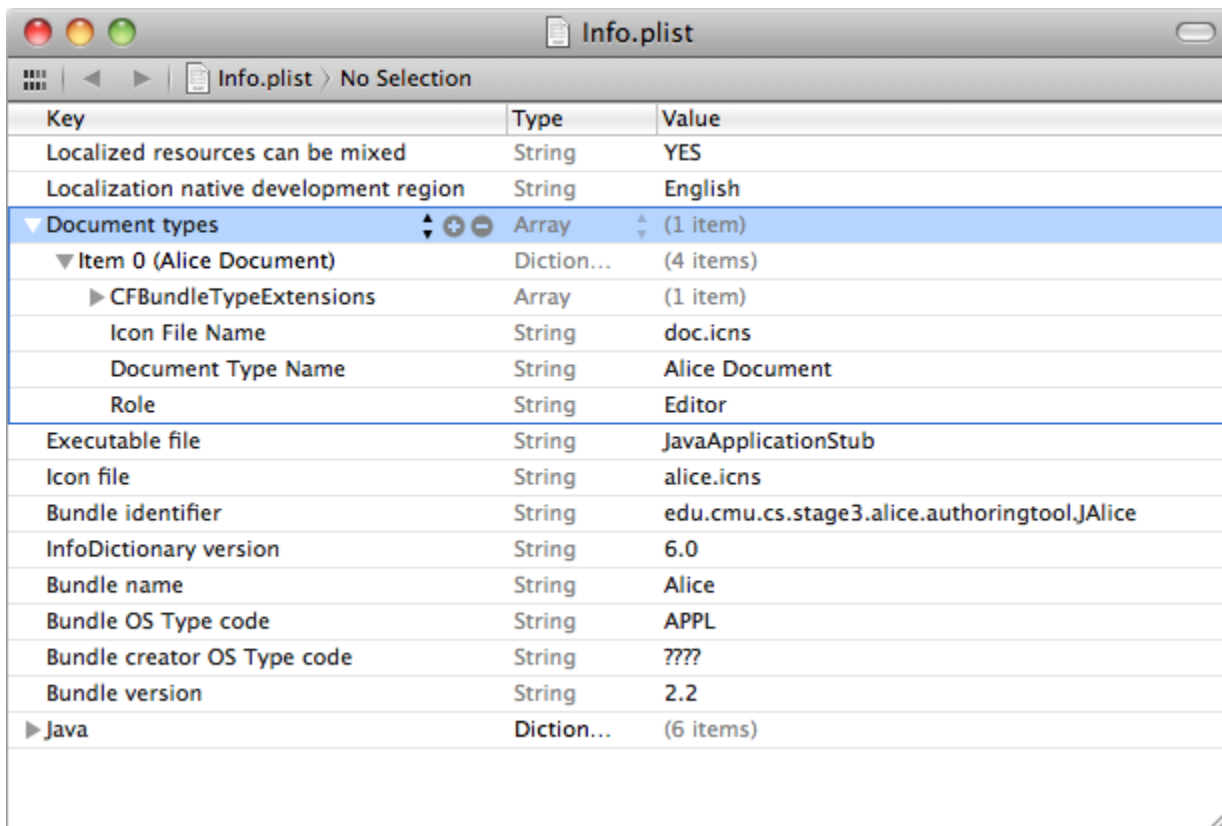
Description:

Users cannot double click on an Alice world file to open the file in Alice like on Windows. Arguments are not passed to the alice.jar file.

Comments:

Modify edu.cmu.cs.stage3.alice.authoringtool.JAlice line 531 to include a file listener.

Modify plist to register file type.



Key	Type	Value
Localized resources can be mixed	String	YES
Localization native development region	String	English
▼ Document types	Array	(1 item)
▼ Item 0 (Alice Document)	Diction...	(4 items)
▶ CFBundleTypeExtensions	Array	(1 item)
Icon File Name	String	doc.icns
Document Type Name	String	Alice Document
Role	String	Editor
Executable file	String	JavaApplicationStub
Icon file	String	alice.icns
Bundle identifier	String	edu.cmu.cs.stage3.alice.authoringtool.JAlice
InfoDictionary version	String	6.0
Bundle name	String	Alice
Bundle OS Type code	String	APPL
Bundle creator OS Type code	String	????
Bundle version	String	2.2
▶ Java	Diction...	(6 items)

```
<key>CFBundleDocumentTypes</key>
<array>
  <dict>
    <key>CFBundleTypeExtensions</key>
    <array>
      <string>a2w</string>
    </array>
    <key>CFBundleTypeIconFile</key>
    <string>doc.icns</string>
    <key>CFBundleTypeName</key>
    <string>Alice Document</string>
    <key>CFBundleTypeRole</key>
    <string>Editor</string>
  </dict>
</array>
```


Title: Cannot double click to open a file when Alice is already opened (MAC)**Report No:** 2.4 - 13**Status:** Resolved**Resolved Date:** Oct 15, 2013**Related Report:**

Report 1.4 - 12.

Description:

If a user double click a file when Alice has already started, the file will not open in that Alice.

Comments:

Modified file listener so it loads the file if Alice is already running.

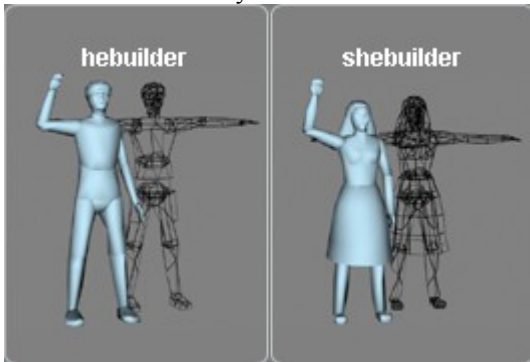
```
if ((System.getProperty("os.name") != null) && System.getProperty("os.name").toLowerCase().startsWith("mac")) {  
    com.apple.eawt.Application app = com.apple.eawt.Application.getApplication();  
    app.setOpenFileHandler( new OpenFilesHandler() {  
        public void openFiles(OpenFilesEvent event) {  
            List<String> filenames = new ArrayList<String>();  
            for(File f : event.GetFiles()) {  
                filenames.add(f.getAbsolutePath());  
            }  
            worldToLoad = new java.io.File( filenames.toArray(new String[filenames.size()])[0] ).getAbsolutePath();  
            if (!listenerRegistered){  
                listenerRegistered = true;  
            } else {  
                authoringTool = new AuthoringTool( defaultWorld, worldToLoad, stdoutToConsole, stderrToConsole );  
            }  
        }  
    });  
}
```

Title: Disable He/She builder
Report No: 2.4 - 14
Status: Resolved
Resolved Date: Oct 29, 2013

Related Report:
None.

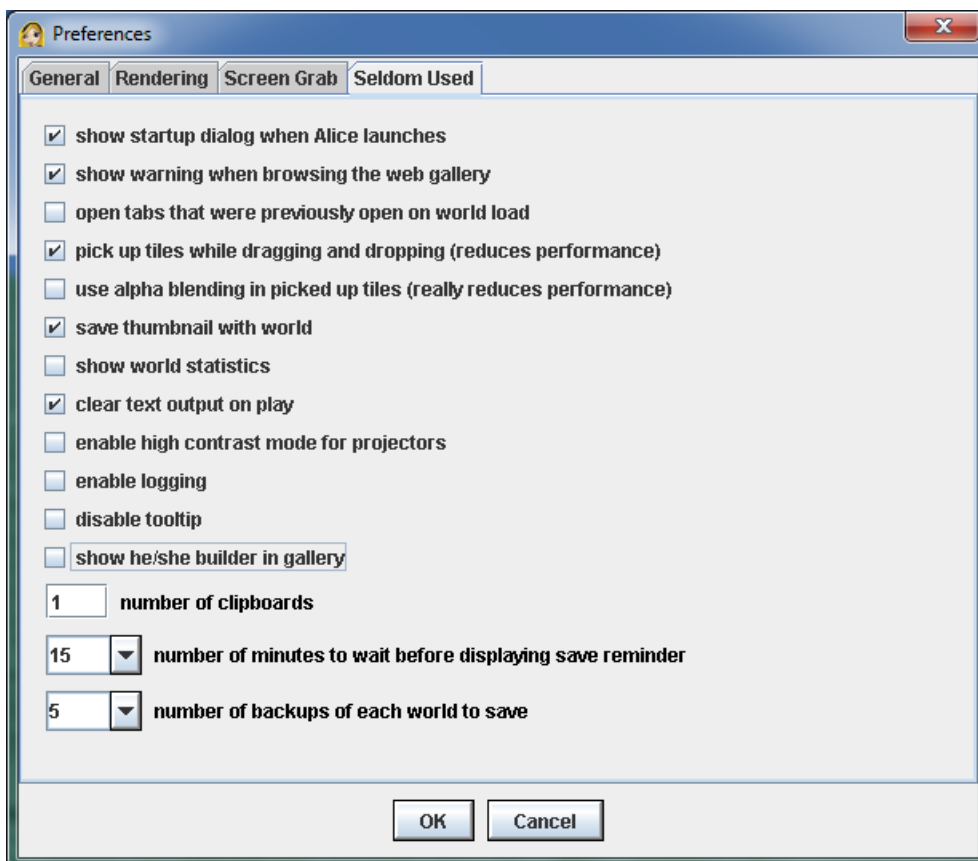
Description:

Yosef Skolnick (yskolnick@gmail.com), a Jewish Ultra-Religious High School feels that some of the models in the he/she builder do not meet their modesty standards.



Comments:

Added a checkbox in preferences menu to enable He/She builder from the gallery (unchecked by default).
Added JALice.java line 187 to set checkbox default value
Added PreferencesContentPane.java line 131, 789, 1948, 1977, and 2057 to create checkbox
Added GalleryViewer.java line 818, 903 and 2728 to check checkbox before adding He/She builder to gallery
Translate _show_he_she_builder_in_gallery= show he/she builder in gallery to Spanish



Title: Model – Camera bug

Report No: 2.4 - 15

Status: Resolved

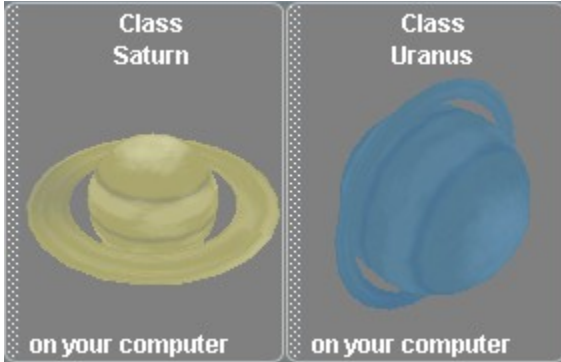
Resolved Date: Nov 5, 2013

Related Report:

None.

Description:

When performing a “Camera get a good look at this”, Camera’s pointOfView is not a number. Currently only Saturn and Uranus.



Comments:

First of all make sure we set a default value (0,0,0) if value is NaN.

edu.cmu.cs.stage3.alice.core.Transformable.java line 410

```
if( center == null || Double.isNaN(center.x) || Double.isNaN(center.y) || Double.isNaN(center.z))
```

A call to public void union(Sphere s) is causing the m_center and m_radius to be incorrect, so a check to make sure the values are not NaN is needed.

edu.cmu.cs.stage3.math.Sphere.java line 107

```
javax.vecmath.Vector3d temp = MathUtilities.divide( MathUtilities.add( points[maxDistanceI], points[maxDistanceJ] ), 2 );
if ( !Double.isNaN(temp.x) && !Double.isNaN(temp.y) && !Double.isNaN(temp.z) ){
    m_center = temp;
    m_radius = Math.sqrt( maxDistanceSquared )/2.0;
}
```

Title: New Name, Splashscreen, aboutAlice image, and Alice license

Report No: 2.4 - 16

Status: Resolved

Resolved Date: Nov 10, 2013

Related Report:

Report No. ????

Description:

Paws Inc. partnered with Carnegie Mellon Alice developers and added the Garfield characters to Alice.



Comments:

Program name, splash screen and about Alice windows not changed.

Changed license.txt in edu.cmu.cs.stage3.alice.authoringtool.dialog

Added [Alice2.4_LICENSE.pdf](#) in Alice 2.4 Required folder.

Title: Save As Web Page feature

Report No: 2.4 - 17

Status: On Hold

Resolved Date:

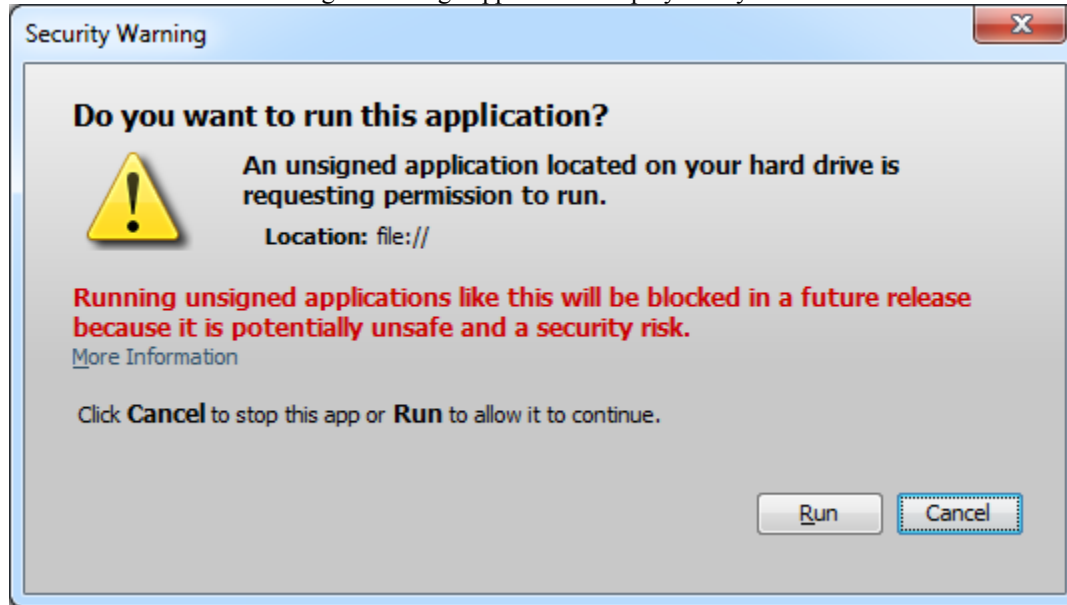
Related Report:

Report No. 2

Report 2.3.5 – 1

Description:

Save to Web feature is no longer working. Applet will not play in any web browser.



Comments:

Disable the Save to Web feature. Found out that Java changed their security so unsigned or self sign Applet will not be able to run in any browser. Even after changing the security settings on the browser, applet still cannot load external file.

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

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

<http://http://www.java3d.org/howto.html>

Download Java 3D from <http://java3d.java.net/binary-builds.html>

Created an executable jar so users can run their world with the jar instead of opening Alice.

Modified edu.cmu.cs.stage3.alice.player.DefaultPlayer.java to allow user to open an Alice world with this executable jar.

Title: New Feature – Added Symbol keys to “when <key> is typed, do <method>” event

Report No: 2.4 - 18

Status: Resolved

Resolved Date: Dec 5, 2013

Related Report:

(Sept 19, 2012) Requested by Wanda – Summer workshop.

Description:

User requested for more keys. This update will include almost all keys on a standard US keyboard.



Comments:

edu.cmu.cs.stage3.alice.authoringtool.util.PopupMenuUtilities.java line 1428

Added 10 .gif images

AuthoringToolResources.java line 2419

Added/redo 30 images.

Removed items at edu.cmu.cs.stage3.alice.authoringtool.util.PopupMenuUtilities.java line 1428.

Added code at edu.cmu.cs.stage3.alice.authoringtool.AuthoringToolResources.java line 814

Modified ...\\Alice 2.3\\Required\\resources\\common\\StandardResources.py

```
["edu.cmu.cs.stage3.alice.core.behavior.KeyClickBehavior",
```

```
    ["keyCode",...
```

```
["edu.cmu.cs.stage3.alice.core.behavior.KeyIsPressedBehavior",
```

```
    ["keyCode",...
```

Alice 2.4.1

Title: StackOverflowError in recursion

Report No: 2.4.1 - 1

Status: Resolved

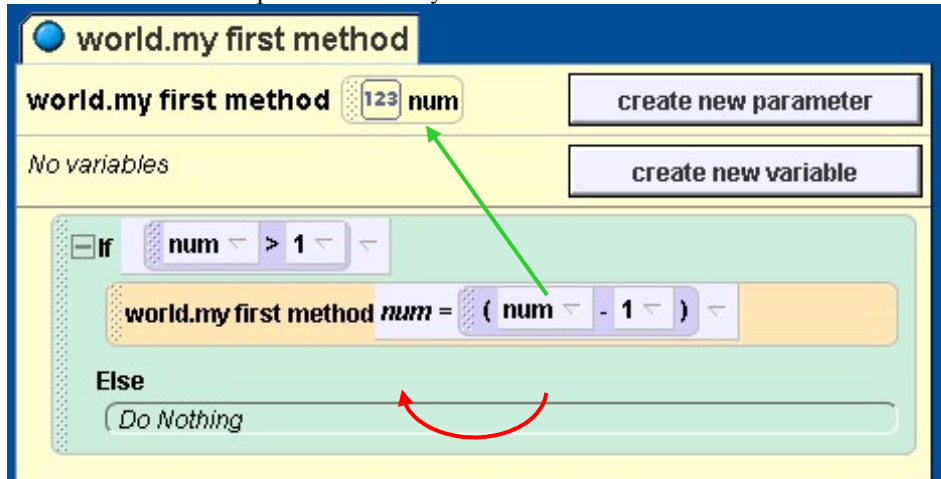
Resolved Date: Dec 5, 2013

Related Report:

None.

Description:

This is a variable lookup error where if you have



Copying the "world.my first method (num=num-1)" will cause the num in num-1 to be referenced to num (shown with red arrow). The correct reference should be to the num in the parameter (as shown with green arrow). If referenced wrongly, then the statement will become num = (num-1) - 1 and every num in this statement will be (num-1) recursively.

If a recursion statement is copied, the variable is not evaluated correctly, until it is rebuild manually.

Alice 2.0 does not allow copying of method with parameters.

Comments:

In the variable lookup, we need to make sure that the variable "a" and "b" should be a==b rather than just comparing the names "num"=="num". Changed edu.cmu.cs.stage3.alice.core.CopyFactory.java line 65 to `return a==b` rather than `a.equalsIgnoreCase(b)`.

Alice 2.4.2

Title: While <Condition> is true not working

Report No: 2.4.2 - 1

Status: Fixed but require further testing

Resolved Date: Dec 13, 2013

Related Report:

Report No. 2.4 – 4

Description:

The “While <Condition> is true” is not works because of a change to a related bug. The related bug fix check if a key is pressed before running the code, but a “While <true>” event should run without a key press if the condition is “true”.

While	<None>	is true
Begin:	Nothing	
During:	Nothing	
End:	Nothing	

Comments:

edu.cmu.cs.stage3.alice.core.behavior.AbstractConditionalBehavior.java

Created public boolean listeningToKeypress = false; in line 47

Added if ((listeningToKeypress && AuthoringTool.temp == 0) || !listeningToKeypress) in line 83 and 102 to check if this method should take into account key press (ie. If this method is called by the KeyIsPressedBehavior.java method or the ConditionalBehavior.java)

edu.cmu.cs.stage3.alice.core.behavior.KeyIsPressedBehavior.java

Added code listeningToKeypress at line 94 and 104 to indicate if AbstractConditionalBehavior method should listen to key press.

Title: Adding additional language file**Report No:** 2.4.2 - 2**Status:** Resolved**Resolved Date:****Related Report:**

None.

Description:

We need to translate these files:

edu.cmu.cs.stage3.alice.authoringtool.images
AboutAlice_English.png
AliceSplash_English.png

edu.cmu.cs.stage3.lang
english.properties

Alice 2.4\Required\etc\default_English.a2w

Alice 2.4\Required\resources\English\
Alice Style.py
Java Style.py
Java Text Style.py

Comments:

Merge string.properties from edu.cmu.cs.stage3.alice.authoringtool into English.properties so all the localization file is in one file.

Adding a language to this list automatically cause Alice to try to load the language resource file and translate all the texts in Alice accordingly.

Added edu.cmu.cs.stage3.alice.authoringtool.AikMin.java

```
public static String[] listOfLanguages = {"English", "Portuguese", "Spanish"};
```

edu.cmu.cs.stage3.alice.authoringtool.dialog.PreferencesContentPane.java line 1551 populate Language drop down box from Languages in listOfLanguages.

Old code:

```
edu.cmu.cs.stage3.alice.authoringtool.util.Configuration authoringToolConfig =  
edu.cmu.cs.stage3.alice.authoringtool.util.Configuration.getLocalConfiguration( edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.  
class.getPackage() );  
authoringToolConfig.getValue( "language" )
```

New Code:

```
edu.cmu.cs.stage3.alice.authoringtool.util.Configuration  
private Package authoringToolPackage = Package.getPackage( "edu.cmu.cs.stage3.alice.authoringtool" );  
Configuration.getValue( authoringToolPackage, "language" )
```

Changed edu.cmu.cs.stage3.lang.Messages.java line 12 to checks if language is set, set to English as default or load language from preferences.

Title: Auto Update to better distribute update to users**Report No:** 2.4.2 - 3**Status:** Resolved**Resolved Date:** March 5, 2014**Related Report:**

None.

Description:

Previously we were only able to update alice.jar, and when there is more files changed in the Alice 2 directory, we required users to re-download the whole alice.zip or alice.dmg file again. The download are large and very time consuming to download, therefore it is a great idea if we can just distribute all the changes in a single zip file using the Alice Update. Alice should then unzip all the required items into the appropriate location and restart Alice.

Comments:

The edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 1466 public int quit(boolean condition) method should update the current alice.jar with the new alice.jar and restart the program.

Remove edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 5664 private boolean checkForUpdate() until we have a way to compare the dates of the new and old files.

edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 5683 public void updateAlice()

Update file:

File name: AliceUpdate.zip

Server path: <http://www.alice.org/downloads/2.4> (This info is saved in Required/resources/common/StandardResources.py)

Contains:

- etc/default_English.a2w
- etc/default_Portuguese.a2w
- etc/default_Spanish.a2w
- externalLib/(all .jar)
- lib/(win or osx)
- lib/aliceupdate.jar (this must be named aliceupdate.jar so the updater can unzip this file to the lib directory in the user's Alice folder. Alice cannot overwrite alice.jar while the program is running)
- resources/English/(all .py)
- resources/Portuguese/(all .py)
- resources/Spanish/(all .py)

Alice should delete/recreate .Alice2 folder on each new full update. This is to make sure any settings from previous Alice version does not interfere with the new updated settings.

Modify edu.cmu.cs.stage3.alice.authoringtool.JAlice line 595

```
if (file != null) {
    java.io.File firstRun = new java.io.File( getAliceHomeDirectory(), "etc/firstRun.txt" ).getAbsolutePath();
    if (firstRun.exists()){
        firstRun.delete();
        if (file.exists())
            new java.io.File( file, "AlicePreferences.xml" ).getAbsolutePath().delete();
    }
    if ( file.exists() ){
        aliceUserDirectory = file;
    } else if ( file.mkdirs() ) {
        aliceUserDirectory = file;
    }
}
```

Title: MAC file association bug

Report No: 2.4.2 - 4

Status: Resolved

Resolved Date:

Related Report:

2.4 - 12 and 2.4 - 13

Description:



Dmg image not loading correctly. (Fixed by adding the image into the dmg and making sure the dmg recognize and load the image)
File not opening correctly, and new file will not open if Alice already started.

Comments:

Added edu.cmu.cs.stage3.alice.authoringtool.JAlice.java line 125 to create a new Alice window if another a2w file is double clicked when one Alice window is already present.

```
if ((System.getProperty("os.name") != null) && (System.getProperty("os.name").toLowerCase().startsWith("mac"))) {
    com.apple.eawt.Application app = com.apple.eawt.Application.getApplication();
    app.setOpenFileHandler( new OpenFilesHandler() {
        public void openFiles(OpenFilesEvent event) {
            List<String> filenames = new ArrayList<String>();
            for(File f : event.GetFiles()) {
                filenames.add(f.getAbsolutePath());
            }
            if (!listenerRegistered){
                worldToLoad = new java.io.File( filenames.toArray(new String[filenames.size()])[0] ).getAbsolutePath();
                listenerRegistered = true;
            } else {
                //authoringTool = new AuthoringTool( defaultWorld, worldToLoad, stdoutToConsole, stderrToConsole );
            }
            try {
                String decodedPath =
                URLDecoder.decode(JAlice.class.getProtectionDomain().getCodeSource().getLocation().getPath(), "UTF-8");
                decodedPath = decodedPath.substring(0, decodedPath.lastIndexOf(".app") + 4);
                String[] params = { "open", "-n", decodedPath, filenames.toArray(new String[filenames.size()])[0] };
                Runtime.getRuntime().exec(params);
            }
            catch (Exception e) {
                e.printStackTrace();
            }
        }
    });
}
```

Title: Importing and exporting model (a2c) files with extended characters in folder

Report No: 2.4.2 - 5

Status: Resolved

Resolved Date: March 4, 2014

Related Report:

None

Description:

Models saved from the previous version of Alice encode the extended characters possibly in ASCII, and Alice does not recognize those characters when loading the model.

Comments:

Modify to make Alice encode all the files and folders in UTF-8.

When loading world and model file:

ZipFileTreeLoader line 116

When saving file Alice uses:

edu.cmu.cs.stage3.io.ZipTreeStorer for saving a2c files and

edu.cmu.cs.stage3.io.ZipFileTreeStorer for saving a2w files

edu.cmu.cs.stage3.alice.core.Element line 1736 calls methods from these classes to create the folder/files for the zip file.

Added

```
    if (storer instanceof edu.cmu.cs.stage3.io.ZipFileTreeStorer) {  
        name = new String(name.getBytes("UTF-8"));  
    }
```

Because the filename for models are not encoded properly. Do not need to do this for Alice worlds because those are already encoded correctly.

Title: Unable to drag a function to the condition of an If statement**Report No:** 2.4.2 - 6**Status:** Resolved**Resolved Date:** May 21, 2014**Related Report:**

None

Description:

Robert Durtschi robert.durtschi@gcsu.edu

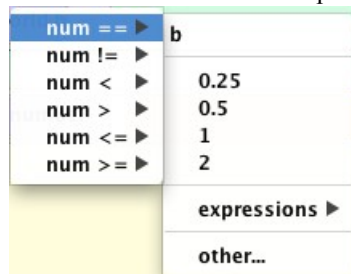
the "Distance to" integer function will now drag to "if true", but it generates the code line:

if penguin distanceTo flagpole

and does not give the user a choice of logic comparisons that dragging an integer variable would. The desired line should read:

if penguin distanceTo flagpole < 1

User defined function of type Integer cannot be drag and drop into an "if" statement or a "while" statement. Regular variable will cause Alice to prompt a drop down box to create the Boolean expression for the "if" statement or "while" statement

**Comments:**

edu.cmu.cs.stage3.alice.authoringtool.util.PopupMenuUtilities.java line 1930 makeComparatorStructure(...

edu.cmu.cs.stage3.alice.authoringtool.viewcontroller.PropertyViewController

When moving variables, line 595

Variables are edu.cmu.cs.stage3.alice.authoringtool.datatransfer.ElementReferenceTransferable.variableReferenceFlavor

When moving methods, line 693

Methods are edu.cmu.cs.stage3.alice.authoringtool.datatransfer.ElementReferenceTransferable.elementReferenceFlavor

When moving properties, line 729

Properties are edu.cmu.cs.stage3.alice.authoringtool.datatransfer.PropertyReferenceTransferable.propertyReferenceFlavor

When moving functions, line 739

Functions are edu.cmu.cs.stage3.alice.authoringtool.datatransfer.ElementPrototypeReferenceTransferable

Make "if" statement accept all drops. Line 756

```

else if ( property.getOwner() instanceof edu.cmu.cs.stage3.alice.core.response.IfElseInOrder ){
    hookItUp = true;
}

```

When moving function from details panel to editor, line 1327

Added

```

else if( Boolean.class.isAssignableFrom( desiredValueClass ) ) {
    dtde.acceptDrop( java.awt.dnd.DnDConstants.ACTION_LINK );
    java.util.Vector structure =edu.cmu.cs.stage3.alice.authoringtool.util.PopupMenuUtilities.makeComparatorStructure
( testQuestion, factory, property.getOwner() );
    javax.swing.JPopupMenu popup =
edu.cmu.cs.stage3.alice.authoringtool.util.PopupMenuUtilities.makePopupMenu( structure );
    popup.show( this, (int)dtde.getLocation().getX(), (int)dtde.getLocation().getY() );
    edu.cmu.cs.stage3.alice.authoringtool.util.PopupMenuUtilities.ensurePopupsOnScreen( popup );
    dtde.dropComplete( true );
}

```

- booleanlogic
 - not **a**
 - both **a** and **b**
 - either **a** or **b**, or both
- math
 - a** == **b**
 - a** != **b** class java.lang.Boolean
 - a** > **b**
 - a** >= **b**
 - a** < **b**
 - a** <= **b**
- random
 - choose true **probabilityOfTrue** of the time
 - random number class java.lang.Number
- string
 - a** joined with **b** class java.lang.String
 - what as a string
- askuser
 - ask user for a number class java.lang.Number
 - ask user for yes or no class java.lang.Boolean
 - ask user for a string class java.lang.String
- mouse
 - mouse distance from left edge
 - mouse distance from top edge
- time
 - time elapsed class java.lang.Number
 - year
 - month of year
 - day of year class java.lang.Integer
 - day of month
 - day of week
 - day of week in month
- is AM class java.lang.Boolean
- is PM
- hour of AM or PM
- hour of day
- minute of hour class java.lang.Integer
- second of minute
- advancedmath
 - minimum of **a** and **b**
 - maximum of **a** and **b**
 - absolute value of **a** class java.lang.Number
 - square root of **a**
 - floor **a**

- ceiling **a**
- sin **a**
- cos **a**
- tan **a** class java.lang.Number
- arccos **a**
- arcsin **a**
- arctan **a**
- arctan2 **a** **b**
- a** raised to the **b** power
- natural log of **a**
- e raised to the **a** power
- IEEERemainder of **a** / **b**
- int **a**
- round **a**
- a** converted from radians to degrees
- a** converted from degrees to radians
- the **b** th root of **a**
- other
 - right, up, forward

class edu.cmu.cs.stage3.math.Vector3

proximity

ground is within threshold of object

ground is at least threshold away from object

ground distance to

ground distance to the left of

ground distance to the right of

ground distance above

ground distance below

ground distance in front of

ground distance behind

size

ground 's width

ground 's height

ground 's depth

ground is smaller than

ground is larger than

ground is narrower than

ground is wider than

ground is shorter than

ground is taller than

ground is to the right of

ground is above

ground is below

ground is in front of

ground is behind

point of view

ground 's point of view

ground 's position

ground 's quaternion

other

ground 's current pose

ground 's part named key

Title: JOGL model shading
Report No: 2.4.2 - 7
Status: Resolved
Resolved Date: April 3, 2014

Related Report:
Report 2.4 - 5

Description:

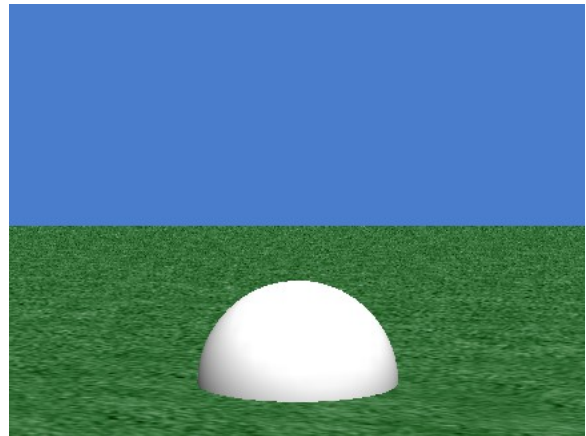
Currently, the JOGL code is not implemented for these shading styles. Lighting bug still appear when playing world, especially when a say or think bubble is present.

Comments:

Implementing Flat and Smooth Shading



Flat shading

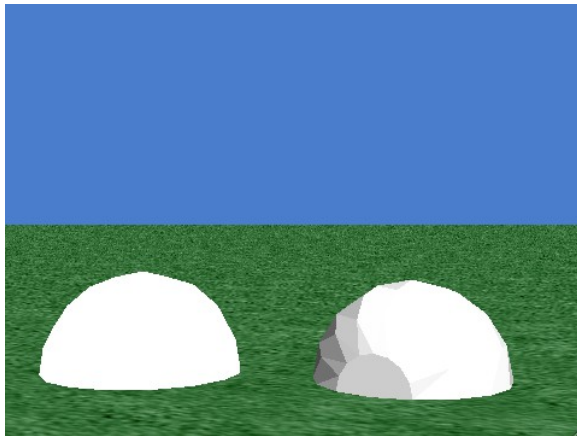


Smooth shading

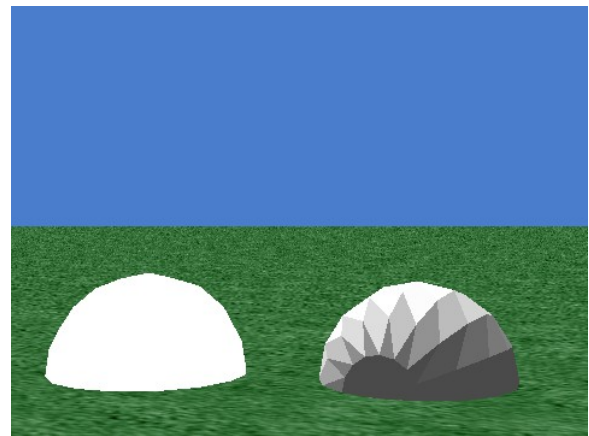
edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer.appearanceProxy.java line 98 and 102. Set m_isShaded = false;
Added edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer.appearanceProxy.java line 50.

```
if (style == 0)
    context.gl.glShadeModel(GL.GL_FLAT);
else
    context.gl.glShadeModel(GL.GL_SMOOTH);
```

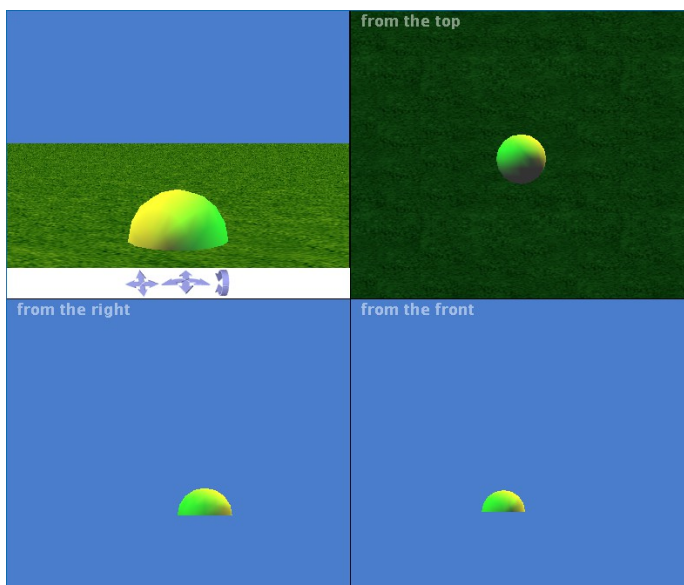

Lighting Bug with Say and Think



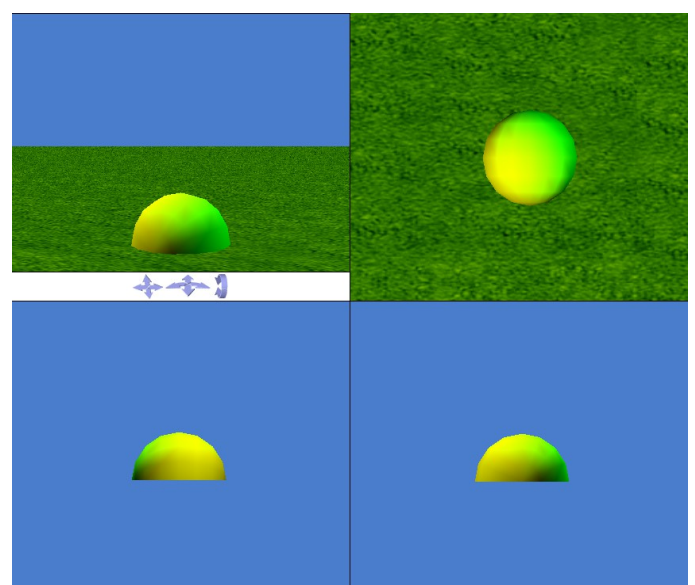
Original



Lighting bug



Top, right and front view is incorrect. Yellow light is on the left or the bump, and green light is on the right side of the bump. The top view is also darker.



This bug was caused by the Graphi.java class. Removing the text in the render fixed the problem.

edu.cmu.cs.stage3.alice.authoringtool.editor.sceneditor.CameraViewPanel.java line 1416 calls getOffscreenGraphics() from edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer.RenderTarget.java line 207.

```
RenderContext m_renderContextForGetOffscreenGraphics;
return new Graphics( m_renderContextForGetOffscreenGraphics );
```

Note: Need to fix the Graphic class so it can display text (i.e. in say and think bubble) without causing the light bug. Light bug also exists when the world plays (if the render window is not updated) and at the end.

The Graphics class at line 59 is resetting the model matrix and doing the following to display some graphics.

```
m_renderContext.gl.glMatrixMode( GL.GL_MODELVIEW );
m_renderContext.gl.glPushMatrix();
m_renderContext.gl.glLoadIdentity();
```

```
m_renderContext.gl.glDisable( GL.GL_DEPTH_TEST );
m_renderContext.gl.glDisable( GL.GL_LIGHTING );
m_renderContext.gl.glDisable( GL.GL_CULL_FACE );
```

Created set() and reset() to push the matrix before displaying the say or think bubble and pop the matrix after. The pop matrix is only in the drawString section. Not sure how it will affect other methods.

When pressing Play

edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 5519 added renderPanel, renderPanel added
renderTarget.getAWTComponent().

Fixed all the lighting bugs. Modified edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer.CameraProxy.java line 89 moved
sceneProxy.setup() to after all the Matrix computation.

Some related classes worth noting.

AppearanceProxy

setPipelineState - **set the shading and material for models**

BackgroundProxy – change atmosphere color

CameraProxy – draw opaque and transparent objects

ExponentialFogProxy – For changing fog density

ExponentialSquaredFogProxy

FogProxy – For changing fog color (atmosphereColor)

LinearFogProxy – For changing fog distance

Graphics

IndexedTriangleArrayProxy

LightProxy – Setup light color and brightness, but range not doing anything now.

Line ArrayProxy

OnscreenRenderTarget

getAWTComponent – create glCaps

PickInfo

RenderContext

RenderTarget

init – JOGL start up code, **initialize light.**

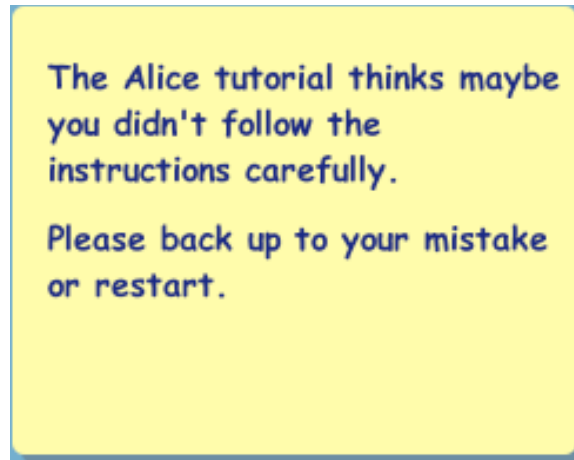
VisualProxy

Title: Tutorial Bug
Report No: 2.4.2 - 8
Status: Resolved
Resolved Date: March 15, 2014

Related Report:
None.

Description:

On tutorial 4, Alice requires user to drag and drop a model from the Local Gallery to the render window. Upon completing the step, Alice displays this error:



This is because Alice is trying to match the text Local Gallery with the new Alice 2.4 structure LocalGallery (English).

Comments:

Tutorial is all done in english, so any text comparison in the Spanish and Portuguese version will fail.

Tutorial 1, 2 and 3 is not affected by this change.

Tutorial 4 (Tutorial4.stl)

```
<![CDATA[sceneEditor<large>:singleView:galleryViewer<Home\Local Gallery\Beach>:button<Local Gallery (English)>]]>
```

The :button tag will match the text in the tutorial with the text in Alice. In this case, the text (for English version) is Local Gallery (English)

Insert code to allow Alice to check against the set locale for available gallery.

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

line 4282 getBoxForID(...)

```
c = AuthoringToolResources.findButton(jAliceFrame.sceneEditor.getGalleryViewer(), spec+" (Core)");
```

line 4573 isIDVisible (...)

```
java.awt.Component c = AuthoringToolResources.findButton(jAliceFrame.sceneEditor.getGalleryViewer(), spec+" (Core)");
```

Title: Skin Texture bug**Report No:** 2.4.2 - 9**Status:** Not resolved in code. Need to re-save affected models from Alice.**Resolved Date:** March 20, 2014**Related Report:**

None.

Description:

Models are loading with texture, but the details panel is showing none.



Model with skin texture and without.

Comments:

Correct:

```
<property  
  criterionClass="edu.cmu.cs.stage3.alice.core.criterion.InternalReferenceKeyedCriterion"  
  name="diffuseColorMap">garfield</property>
```

Incorrect:

```
<property name="diffuseColorMap"/>
```

Loading model's details (Creating the skin texture tile)

`edu.cmu.cs.stage3.alice.authoringtool.viewcontroller.PropertyGUI line 42`

This is where Alice creates the skin texture tile in the detail's panel

`property = edu.cmu.cs.stage3.alice.core.property.TextureMapProperty <name = diffuseColorMap>``propertyDnDPanel = edu.cmu.cs.stage3.alice.authoringtool.util.GUIFactory.getPropertyDnDPanel``propertyViewController = edu.cmu.cs.stage3.alice.authoringtool.util.GUIFactory.getPropertyViewController`*Listener - edu.cmu.cs.stage3.alice.authoringtool.viewcontroller.PropertyViewController**Value - edu.cmu.cs.stage3.alice.core.TextureMap[world.ground.GrassTexture]**edu.cmu.cs.stage3.alice.core.Element line 1920 – This is where Alice loads the name of the texture*

Title: Transparency Bug
Report No: 2.4.2 - 10
Status: Resolved
Resolved Date: April 7, 2014

Related Report:
2.3.2-14

Description:

Transparent object display fine at editor screen but not when playing world or saving image using the Take Picture button or crating thumbnail when saving the world.



Correct display



Incorrect displaying

Comments:

Added code in edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer.RenderTarget.java line 45 to render transparency.

```
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);
```

Also required in edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer.CameraProxy.java line 95 to render opacity.

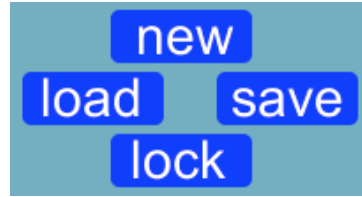
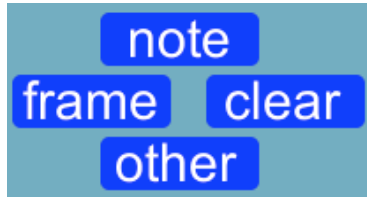
This code make sure opacity and transparency works through out Alice.

Title: Tutorial Maker**Report No:** 2.4.2 - 11**Status:** Should not be added to final release. Currently accessed by Update menu.**Resolved Date:** April 20, 2014**Related Report:**

None.

Description:

Tutorial builder in Alice requires the user to edit the tutorial file (.stl) to change the access="read" to access="write" before the option to edit the tutorial can be access in Alice.



Note: Double click on an item to make a Hole.

Problems with this builder:

Cannot create a new tutorial despite having the new option.

Cannot undo changes. Clear option clear the whole screen.

Cannot jump to a page without having to traverse each page and performing the tutorial.

Comments:

Take the tutorial maker from MEME and make it work with Alice 2.4.

Added classes:

`edu.cmu.cs.stage3.caitlin.stencilhelp.client.TutorialEditor.java`

`edu.cmu.cs.stage3.caitlin.stencilhelp.client.TutorialEditorMenus.java`

`edu.cmu.cs.stage3.caitlin.stencilhelp.client.NewNoteDialog.java`

Changed classes:

`edu.cmu.cs.stage3.caitlin.stencilhelp.client.StencilManager.java` multiple location

`edu.cmu.cs.stage3.caitlin.stencilhelp.client.Note.java` line 206-250

`edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java` line 5659

Note: Some changes were made to the tutorial maker to make it work better. Alice will resize the window so all tutorial made here will be the on the screen size and the notes will be placed correctly. The Pages pane is enlarge to fit the scroll bar without it covering up half of the page buttons. Fix code to prevent an error by the program trying to remove a page when there is already no pages left.

Added menu code for tutorial editor in

`edu.cmu.cs.stage3.alice.authoringtool.Actions` line 57, 238, and 529

[launchTutorialAction](#)

`edu.cmu.cs.stage3.alice.authoringtool.JAliceFrame` line 731 adds the tutorial editor menu to the Help menu.

Title: List bug

Report No: 2.4.2 - 12

Status: Resolved

Resolved Date: May, 2014

Related Report:

None.

Description:

VarNumList = 0, 1, 4

Print **VarNumList** list output **world.my first method.VarNumList.__Unnamed0__**

Print **last item from VarNumList** output **None**

Comments:

Print **VarNumList** list output **world.my first method.VarNumList.__Unnamed0__**

edu.cmu.cs.stage3.alice.core.response.Print.java line 124 – If printing List, remove everything after the __.

Print **last item from VarNumList** output **None**

edu.cmu.cs.stage3.alice.core.property.ObjectArrayProperty.java line 363 returned index is not correct. Changed to index-1.

Title: Color bug

Report No: 2.4.2 - 13

Status: Resolved

Resolved Date: April 23, 2014

Related Report:

None.

Description:

Alice Style shows white as no color.

Comments:

Modify Alice/Required/resources/English/Alice Style.py
edu.cmu.cs.stage3.alice.scenegraph.Color.WHITE : "white",

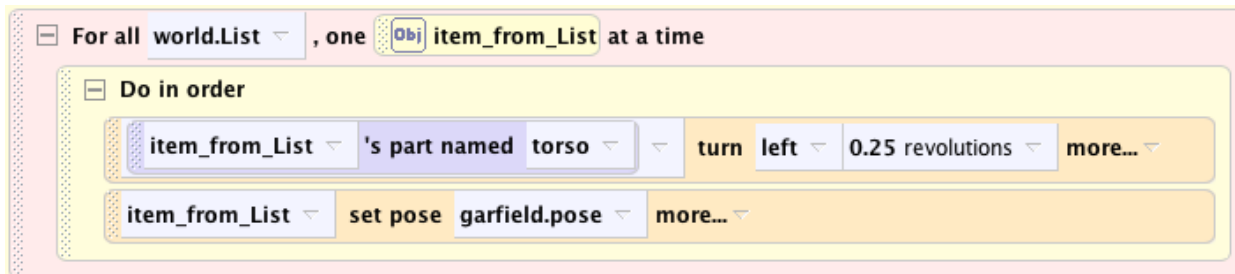
Title: Set pose bug
Report No: 2.4.2 - 14
Status: Resolved
Resolved Date: April 28, 2014

Related Report:
None.

Description:



(Obj)List = Garfiled, Garfiled2, Garfield3



Set pose caused all 3 garfield to perform the same action.

Comments:

The set pose function creates a series of steps to move the model back to the required pose. Unfortunately the Vector that holds these steps is not cleared between the models. New steps is added to this Vector, and at every index of the loop, all the steps are performed again. On index=0, only Garfield will perform set pose. On index=1, Garfield will perform set pose followed by Garfield2 performing the set pose. On index=2, all 3 Garfield will perform the set pose.

Added code in edu.cmu.cs.stage3.alice.core.response.PoseAnimation line 65 to reset the Vector.

Title: Array length in loop condition

Report No: 2.4.2 - 15

Status: Resolved

Resolved Date: May 21, 2014

Related Report:

None.

Description:

Romero, Chris <Chris-Romero@Redwoods.edu>

Alice 2.4.1 does not allow you to drag a non-numeric array on top of the Loop's Boolean condition. You must create a numeric array first. Then drag it over the "times" condition to get the "size of array" menu option (length function). Then drag the non-numeric array tile over the numeric array placeholder in the Loop's Boolean condition.

Cannot drop non Number array to loop condition. Number array dropped in loop condition will provide a drop down menu.



Comments:

If non number array is dropped to the loop condition, Alice should provide the size of array option.

Added code in edu.cmu.cs.stage3.alice.authoringtool.viewcontroller.PropertyViewController.java line 1000

```
if (desiredValueClass.isAssignableFrom( java.lang.Number.class )){
```

```
...
}
```

Title: Update issue with the type of variable

Report No: 2.4.2 - 16

Status: Resolved

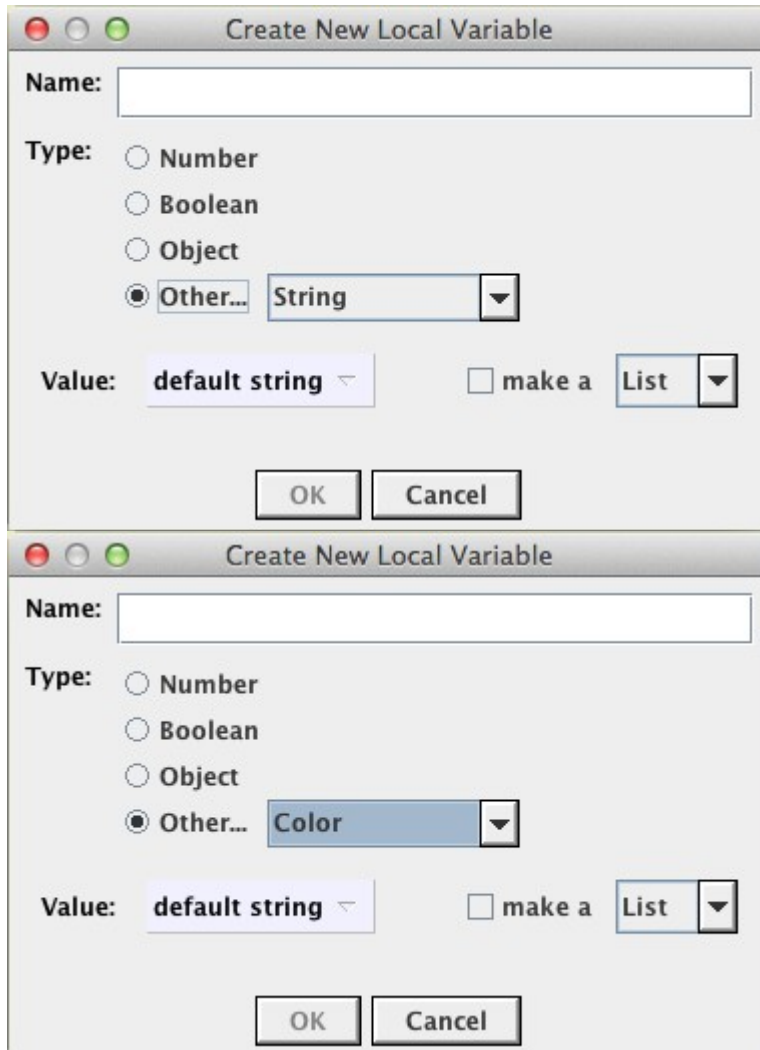
Resolved Date: May 14, 2014

Related Report:

None.

Description:

When creating a variable of type Other, changing the type (i.e. from String to Color) does not refresh the value.



Comments:

Added a listener to edu.cmu.cs.stage3.alice.authoringtool.util.TypeChooser.java line 104

```
otherCombo.addItemListener( new java.awt.event.ItemListener() {  
    public void itemStateChanged(ItemEvent arg0) {  
        TypeChooser.this.parseOtherType();  
    }  
});
```

This will refresh the display when the drop down box changes.

Title: Scripting**Report No:** 2.4.2 - 17**Status:** Resolved**Resolved Date:** June 11, 2014**Related Report:**

None.

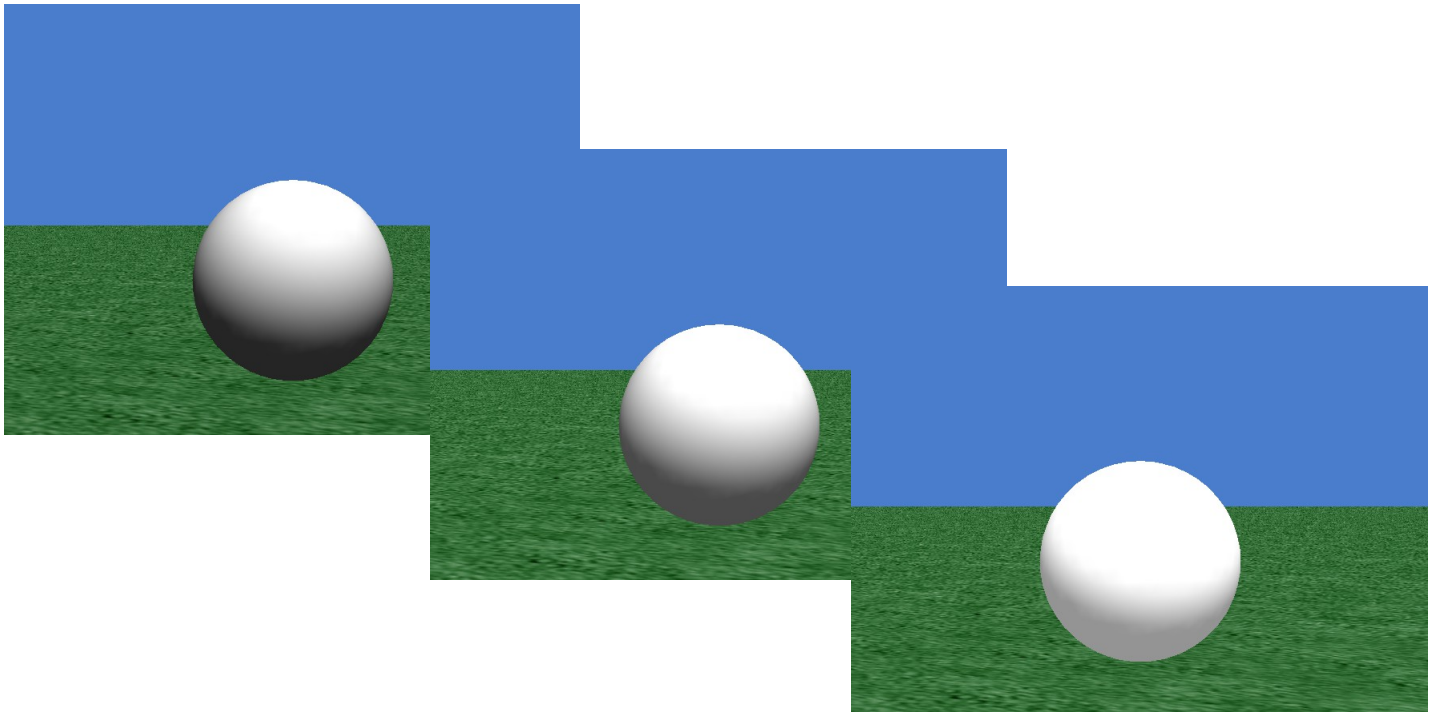
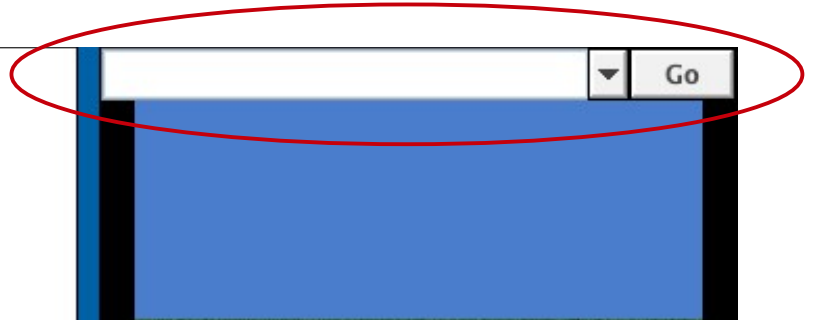
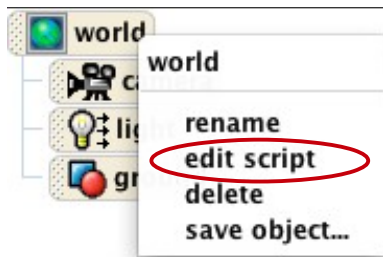
Description:Michael L Owen <owenml@hotmail.com>

Scripting: Prior to version 2.3.5 scripting was available by editing the User's AlicePreferences file. This allowed things like file saving for things like games, and was useful for explaining how a World could be made to remember things between executions. As far as I can tell, newer versions crash if the scripting variable is set to true, and may even change it back to false while doing so. I've included a copy of the filewriter program, and the dump for 2.4.2. for review. (Note: You may have to modify the path in the "world.scoreFileName" variable to point to a valid location.)

Comments:

Created an enable scripting checkbox in Edit – Preferences menu, Seldom Used tab.
edu.cmu.cs.stage3.alice.authoringtool.dialog.PreferencesContentPane.java line 2063

```
seldomUsedPanel.add(enableScriptingCheckBox, new  
    GridBagConstraints(0, 10, 1, 1, 0.0, 0.0,  
    GridBagConstraints.WEST, GridBagConstraints.HORIZONTAL, new  
    Insets(0, 0, 0, 0), 0, 0));
```



Title: AmbientLightBrightness not working in JOGL

Report No: 2.4.2 - 18

Status: Resolved

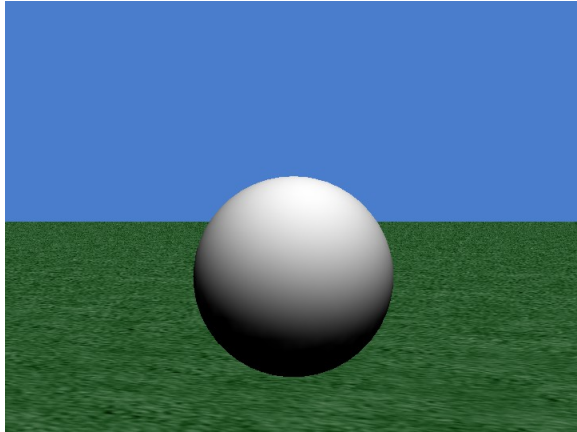
Resolved Date: May 26, 2014

Related Report:

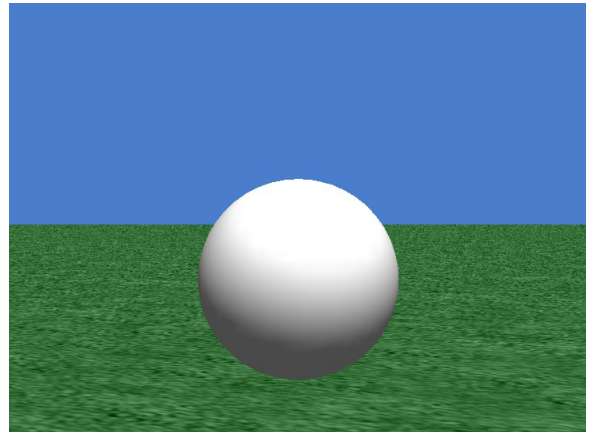
None.

Description:

No implementation for AmbientLightBrightness in JOGL.



Without ambient light



With ambient light

Comments:

edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer.LightProxy.java line 97

context.addAmbient([m_colorTimesBrightness](#));

ambientLightBrightness = 1 ▾

Changing light brightness from 0.5, 1, 2

Title: Extended character showing up different on MAC**Report No:** 2.4.2 - 19**Status:** Resolved**Resolved Date:** June 5, 2014**Related Report:**

None.

Description:

The extended characters in the resources py files are different on MAC from Windows.

Comments:

Need to check for the OS and determine what file to load. Added

edu.cmu.cs.stage3.alice.authoringtool.AuthoringToolResources.java line 105

```
if (System.getProperty("os.name") != null){
    if (System.getProperty("os.name").startsWith("Mac")) {
        resourcesDirectory = new java.io.File( JALice.getAliceHomeDirectory(), "resources" +
        System.getProperty( "file.separator" ) + "osx" + System.getProperty( "file.separator" ) +
        AikMin.locale ).getAbsolutePath();
    } else {
        resourcesDirectory = new java.io.File( JALice.getAliceHomeDirectory(), "resources" +
        System.getProperty( "file.separator" ) + AikMin.locale ).getAbsolutePath();
    }
}
```

Undone these changes. Found another way to fix the problem.

edu.cmu.cs.stage3.alice.authoringtool.AuthoringToolResources.java line 541

```
if (System.getProperty("os.name") != null && System.getProperty("os.name").startsWith("Mac")) {
    try {
        formatString = new String(formatString.getBytes("MacRoman"), "CP1252");
    } catch (Exception e){}
}
```

Convert the text from Mac encoding to Windows encoding so the extended characters in the python files will be displayed as it should.

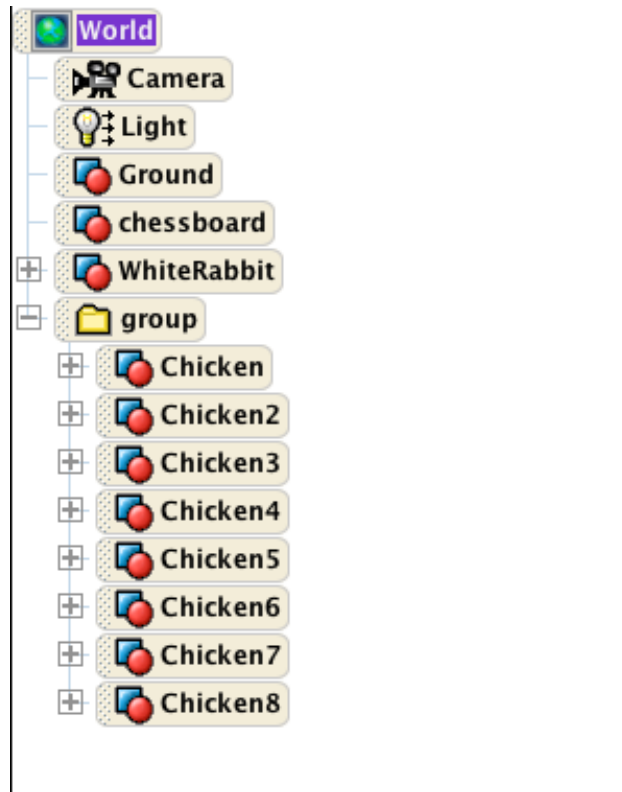
Char	Dec	Hex	Keystrokes	Char	Dec	Hex	Keystrokes	Char	Dec	Hex	Keystrokes
Ä	128	80	<op>u A	´	171	AB	<op><sh>e	÷	214	D6	<op>/
Å	129	81	<op><sh>a	¨	172	AC	<op><sh>u	ô	215	D7	<op><sh>v
Ç	130	82	<op><sh>c	≠	173	AD	<op>=	ÿ	216	D8	<op>u y
É	131	83	<op>e E	Æ	174	AE	<op><sh>'	ÿ	217	D9	<op>u Y
Ñ	132	84	<op>n N	Ø	175	AF	<op><sh>o	/	218	DA	<op><sh>1
Ö	133	85	<op>u O	∞	176	B0	<op>5	⌘	219	DB	<op><sh>2
Ü	134	86	<op>u U	±	177	B1	<op><sh>=	<	220	DC	<op><sh>3
á	135	87	<op>e a	≤	178	B2	<op>,	>	221	DE	<op><sh>4
à	136	88	<op>` a	≥	179	B3	<op>.	fi	222	DD	<op><sh>5
â	137	89	<op>i a	¥	180	B4	<op>y	fl	223	DF	<op><sh>6
ä	138	8A	<op>u a	μ	181	B5	<op>m	‡	224	E0	<op><sh>7
ã	139	8B	<op>n a	ð	182	B6	<op>d	·	225	E1	<op><sh>9
å	140	8C	<op>a	Σ	183	B7	<op>w	,	226	E2	<op><sh>0
ç	141	8D	<op>c	Π	184	B8	<op><sh>p	„	227	E3	<op><sh>w
é	142	8E	<op>e e	π	185	B9	<op>p	‰	228	E4	<op><sh>r
è	143	8F	<op>` e	¡	186	BA	<op>b	Â	229	E5	<op><sh>m
ê	144	90	<op>i e	ª	187	BB	<op>9	Ê	230	E6	<op>i E
ë	145	91	<op>u e	º	188	BC	<op>0	Á	231	E7	<op>y
í	146	92	<op>e i	Ω	189	BD	<op>z	Ë	232	E8	<op>u E
ì	147	93	<op>` i	æ	190	BE	<op>'	È	233	E9	<op>` E
î	148	94	<op>i i	ø	191	BF	<op>o	Í	234	EA	<op><sh>s
ï	149	95	<op>u i	¿	192	C0	<op><sh>/	Î	235	EB	<op><sh>d
ñ	150	96	<op>n n	¡	193	C1	<op>1	Ï	236	EC	<op><sh>f
ó	151	97	<op>e o	¬	194	C2	<op>1	Ì	237	ED	<op>` I
ò	152	98	<op>` o	√	195	C3	<op>v	Ó	238	EE	<op><sh>h
ô	153	99	<op>i o	f	196	C4	<op>f	Ô	239	EF	<op><sh>j
ö	154	9A	<op>u o	≈	197	C5	<op>x	🍏	240	F0	<op><sh>k
õ	155	9B	<op>n o	Δ	198	C6	<op>j	Ò	241	F1	<op><sh>l
ú	156	9C	<op>e u	«	199	C7	<op>\	Ú	242	F2	<op><sh>;
ù	157	9D	<op>` u	»	200	C8	<op><sh>\	Û	243	F3	<op>i U
û	158	9E	<op>i u	...	201	C9	<op>;	Ü	244	F4	<op>` U
ü	159	9F	<op>u u		202	CA	<op><sp>	ı	245	F5	<op><sh>b
†	160	A0	<op>t	À	203	CB	<op>` A	^	246	F6	<op><sh>i

Title: Export Code For Printing bug**Report No:** 2.4.2 - 20**Status:** Resolved**Resolved Date:** June 10, 2014**Related Report:**

None.

Description:

Items in a folder are not evaluated, so none of the methods or functions will show up in the html for printing.

**Comments:**

Added edu.cmu.cs.stage3.alice.authoringtiil.dialog.ExportCodeForPrintingContentPane.java line 404 to include any models in a folder (if present).

```
for (int i = 0; i < world.groups.size(); i++) {  
    edu.cmu.cs.stage3.alice.core.Group o = (edu.cmu.cs.stage3.alice.core.Group) world.groups.get(i);  
    for (int j = 0; j < o.size(); j++) {  
        addObjectToEdit(  
            (edu.cmu.cs.stage3.alice.core.Sandbox) o.getChildAt(j),  
            objectsToEdit);  
    }  
}
```


Alice 2.4.3

Title: Set Dummy at Camera bug

Report No: 2.4.3 - 1

Status: Resolved

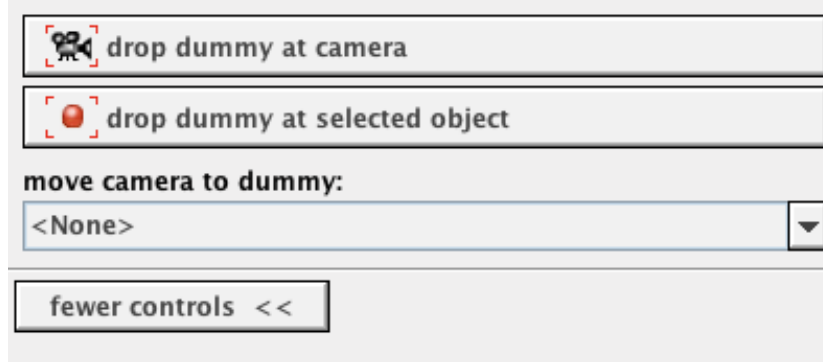
Resolved Date: Jun 16, 2014

Related Report:

None.

Description:

Dummy object added to the world don't get deleted from the “move camera to dummy” drop down box when a new world is created.



Comments:

Added edu.cmu.cs.stage3.alice.authoringtool.editors.sceneeditor.CameraViewPanel.java line 1144

```
moveCameraCombo.removeAllItems();
```

```
moveCameraCombo.addItem( NONE_DUMMY );
```

to clear the combobox and reset the item back to <None>.

Title: Multiple Linux bug
Report No: 2.4.3 - 2
Status: Resolved
Resolved Date: July 31, 2014

Related Report:
None.

Description:

1. Sound is not playing in Linux, getting null pointer exception on sound object. Other users also getting other sound related bugs, suspect its due to wrong version of jar, jmf, or sound libraries.
2. Extended characters not displaying correctly. (Report No. 2.4.2 - 19)
3. Restart feature not working. (Report No. 2.4 - 2)
4. Window not resizing when in tutorial.

Comments:

1.
Probably due to missing jmf.properties and soundbank.gm file in Required/externalLib folder.

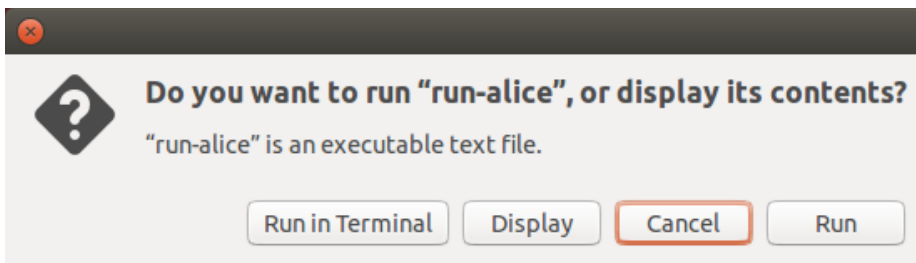
2.
edu.cmu.cs.stage3.io.ZipFileTreeLoader.java
line 56 open(...) - zipEntry.getName() is not returning the full path. This is because the path is incorrect due to the addition of those extended characters. With each extended character in the filename, the path to the file will be truncated 1 character. Instead of filename.xml, the file path is now saved as filename.xml.
line 118 readFile(...) - zipEntry is null because it fails to find the path of the search item.

Added the following to the executing file to fix the file encoding problem:
-Dfile.encoding=ISO-8859-1

3.
edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 1530

```
String file = JAlice.getAliceHomeDirectory().getParent().toString()+"/Required/run-alice";
    if (new java.io.File(file).exists()) {
        try {
            Process p = Runtime.getRuntime().exec( file );
        } catch (Exception e){
            e.printStackTrace();
        }
    } else {
        edu.cmu.cs.stage3.swing.DialogManager.showMessageDialog
        ("Missing Alice executable in Alice directory. Please restart Alice manually.");
    }
}
```

This will only work if user run run-alice instead of running it in terminal.



4.
In Linux, Alice cannot resize the window when it is maximized. To fix the resizing problem, Alice must first set the window back to NORMAL before resizing the window.
edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 3692 `jAliceFrame.setExtendedState(java.awt.Frame.NORMAL);`
Removed edu.cmu.cs.stage3.alice.authoringtool.JAliceFrame.java line 217 `setExtendedState(MAXIMIZED_BOTH);` so Alice will restore the previous window size at start up rather than maximizing the window every time at startup.

Title: NullPointerException when dragging models from tree (MAC)

Report No: 2.4.3 - 3

Status: Resolved

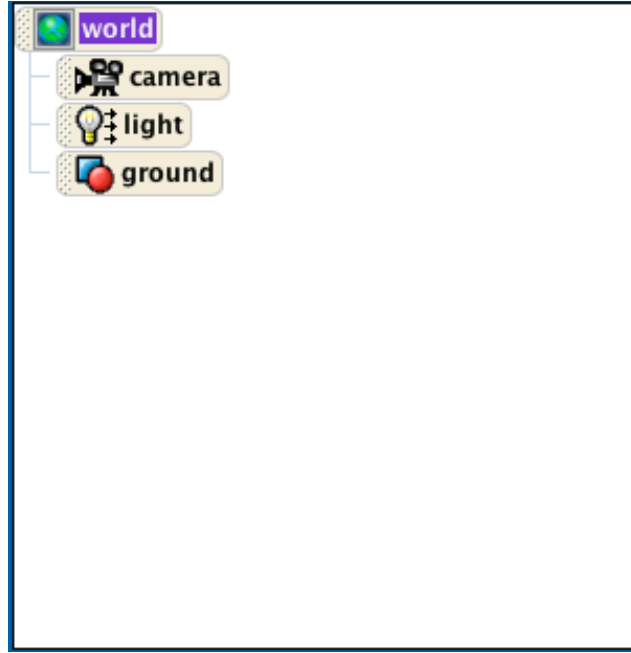
Resolved Date: July 21, 2014

Related Report:

None.

Description:

Alice will throw a NullPointerException when dragging a model from the tree, without first selecting the model.



Exception in thread "AWT-EventQueue-0" java.lang.NullPointerException

at apple.awt.CDragSourceContextPeer.setDefaultDragImage(CDragSourceContextPeer.java:276)

at apple.awt.CDragSourceContextPeer.setDefaultDragImage(CDragSourceContextPeer.java:205)

at apple.awt.CDragSourceContextPeer.startDrag(CDragSourceContextPeer.java:107)

at sun.awt.dnd.SunDragSourceContextPeer.startDrag(SunDragSourceContextPeer.java:111)

at apple.awt.CDragSourceContextPeer.startDrag(CDragSourceContextPeer.java:60)

Comments:

Select the item that is being drag before calling startDrag(...).

edu.cmu.cs.stage3.alice.authoringtool.WorldTreeComponent.java line 214 [worldTree.setSelectionPath\(path \);](#)

Title: Multiple sound bug
Report No: 2.4.3 - 4
Status: Resolved
Resolved Date: Aug 4, 2014

Related Report:
None.

Description:

1. When dragging an object from the tree or the details methods panel to the editor and setting the model to play an Alice sound, the sound duration is displayed as (?:??).



2. Sounds are not cleared from the list even after starting a new world. (Actually, this affects all used values. Non of the values are cleared between the worlds)

Comments:

1.

Dragging object to editor to make sound tile

edu.cmu.cs.stage3.alice.authoringtool.util.PopupMenuUtilities.java line 1122 – Search Alice sound directory and create a runnable to load selected sounds.

When selecting the sound at the popup menu.

edu.cmu.cs.stage3.alice.authoringtool.util.PopupMenuUtilities.java line 1144 – Load the sound file. Sound does not have duration data.

Calls this method to print the duration of the sound. If duration is NaN, then it prints (?:??).

edu.cmu.cs.stage3.alice.authoringtool.AuthoringToolResources.java line 1222

edu.cmu.cs.stage3.alice.core.property.DataSourceProperty.java getDataSourceValue();

edu.cmu.cs.stage3.media.AbstractDataSource

getDuration(...);

fireDurationUpdatedIfNecessary(...); - This is where the sound gets the duration data.

Calls by [m_jmfPlayer](#).addControllerListener from edu.cmu.cs.stage3.media.jmfmmedia.Player.java

Viewing or updating the details panel calls this to update the sound text.

edu.cmu.cs.stage3.alice.authoringtool.viewcontroller.SoundsPanel.java line 84 setSounds(...) - Sound does not have duration data.

edu.cmu.cs.stage3.alice.authoringtool.viewcontroller.SoundViewController.java line 81 setSounds(...) -

[m_soundDurationLabel](#).updateComponent();

When importing sound to the details panel

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

line 131 SoundsPanel.this.refreshGUI();

line 108 gui = edu.cmu.cs.stage3.alice.authoringtool.util.GUIFactory.getGUI(sound);

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

line 146 ((edu.cmu.cs.stage3.alice.authoringtool.viewcontroller.SoundViewController)viewController)

.setSound((edu.cmu.cs.stage3.alice.core.Sound)o);

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

line 78 waitForRealizedPlayerCount

Create new player

Only when selecting world's detail panel

Fixed the problem by adding code in edu.cmu.cs.stage3.alice.authoringtool.util.GUIFactory.java line 400
Create a viewController and do setSound so Alice goes through the same process as if it was importing sound.

2.

edu.cmu.cs.stage3.alice.authoringtool.util.PopupMenuUtilities.java line 128 **clearRecentlyUsedValues()** not called anywhere.

Added **clearRecentlyUsedValues()** in edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 1680 in the **leaveWorld(...)** method.

Title: Multiple Movie Maker bug

Report No: 2.4.3 - 5

Status: Resolved

Resolved Date:

Related Report:

None.

Description:

1. Movie Maker not working on OSX. Thread not running for writing frames.
2. Alice cannot export movie when sound is in event.
3. Remove frames folder.

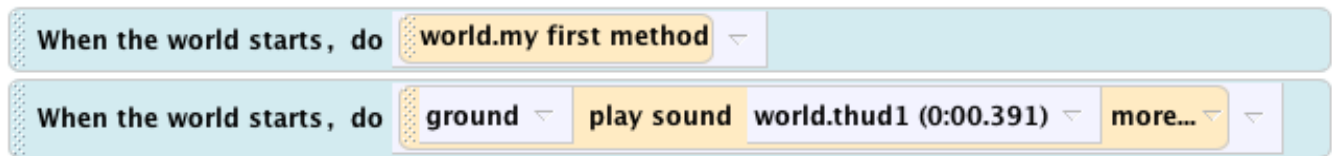
Comments:

1. It looks like the while loop is running to many times in the Thread and is causing some problems. Inserting

```
try {  
    Thread.sleep(1);  
} catch (InterruptedException e) {  
    e.printStackTrace();  
}
```

solved the problem. We do not need to worry since this will still allow for at most 1000 frames per second.

2. Alice movie maker does not check events for sound. Added code in edu.cmu.cs.stage3.alice.authoringtool.dialog.CaptureContentPane.java line 883 findSoundsfromBehavior(...)



3. Alice fails to remove the frames folder because sound file is still in used. Seems to be working now.

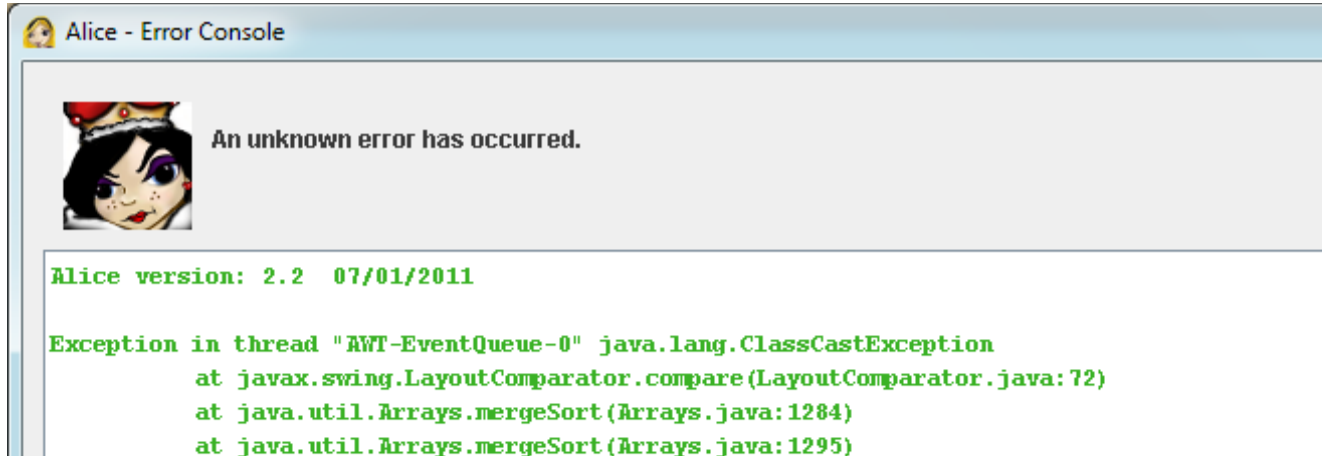
Title: Weird ClassCastException (Swing-related)**Report No:** 2.4.3 - 6**Status:** Resolved**Resolved Date:** Sept 15, 2014**Related Report:**

None.

Description:

Error due to .remove() throughout Alice source code. Do not always occur. Bug not fixed, because not reproducible and target is unknown.

Modified edu.cmu.cs.stage3.alice.authoringtool.dialog.StdErrOutContentPane.java line 72 to include additional info on this error so user knows this problem is not critical and can press OK to continue.



Someone suggested adding

```
EventQueue.invokeLaterAndWait(new Runnable() {  
    public void run() {  
        .remove( ... );  
    }  
});
```

Classes with .remove(...);

1. AliceAlertContentPane.java (3 matches)
2. StartUpContentPane.java (5 matches)
3. BehaviorGroupEditor.java (3 matches)
4. BehaviorGroupsEditor.java (2 matches)
5. ConditionalBehaviorPanel.java
6. InternalResponseBehaviorPanel.java
7. TriggerBehaviorPanel.java (2 matches)
8. ComponentElementPanel.java
9. CompositeElementPanel.java (3 matches)
10. ForEachElementPanel.java (2 matches)
11. IfElseElementPanel.java (3 matches)
12. LoopNElementPanel.java (2 matches)
13. WhileElementPanel.java
14. ComponentQuestionPanel.java
15. ComponentResponsePanel.java
16. CameraViewPanel.java (5 matches)
17. SceneEditor.java (2 matches)
18. GalleryViewer.java (4 matches)
19. LocalGalleryDirectory.java
20. WebGalleryDirectory.java
21. AliceMenu.java (4 matches)
22. ElementTreeCellEditor.java (2 matches)
23. ScriptScratchPad.java

- 24. PropertyGUI.java
- 25. PropertyViewController.java (7 matches)
- 26. TextFieldEditablePropertyViewController.java (2 matches)
- 27. VariableDnDPanel.java
- 28. VariableGUI.java
- 29. AuthoringTool.java (3rd match)
- 30. JAliceFrame.java (9 matches)
- 31. Spline.java
- 32. NumPad.java

Only 9 .remove(...) calls were made when Alice start up, and error happens only at startup. Nothing works!!! Problem still there???

Comments:

Rearrange the .add calls in edu.cmu.cs.stage3.alice.authoringtool.JAliceFrame.java line 752+. Moving some of the .add calls to line 92 where they are executed later seems to solve the problem. This may allow other items within the panel to be created before they are all added into the main window.

Problem persists,

moved edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 667

```
stdErrOutContentPane = new edu.cmu.cs.stage3.alice.authoringtool.dialog.StdErrOutContentPane(this);
```

Title: Tool tip and popup menu bug on MAC

Report No: 2.4.3 - 7

Status: **Resolved**

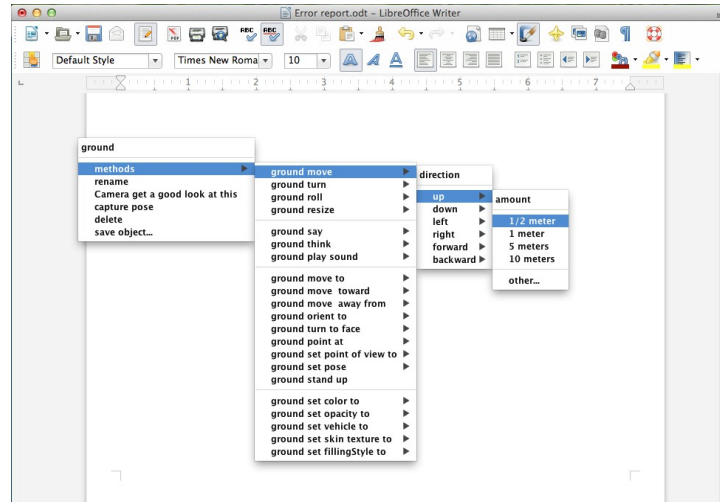
Resolved Date: Sept 16, 2014

Related Report:

None.

Description:

Tool tip and popup menu does not hide when Alice is not in focus (only on MAC). When Command+Tab to another application, Alice menu still appears on top of the other application.



Comments:

Tooltip can be made to hide if the following is not set.

edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 884

javax.swing.ToolTipManager.sharedInstance().setDismissDelay(Integer.MAX_VALUE);

edu.cmu.cs.stage3.alice.authoringtool.JAliceFrame.java line 298

Add window focus listener to disable tooltip when Alice lost focus, so the tool tip will not appear above other application when user cmd+tab away from Alice. Additional flag is set to check if tooltip is enabled before making changes.

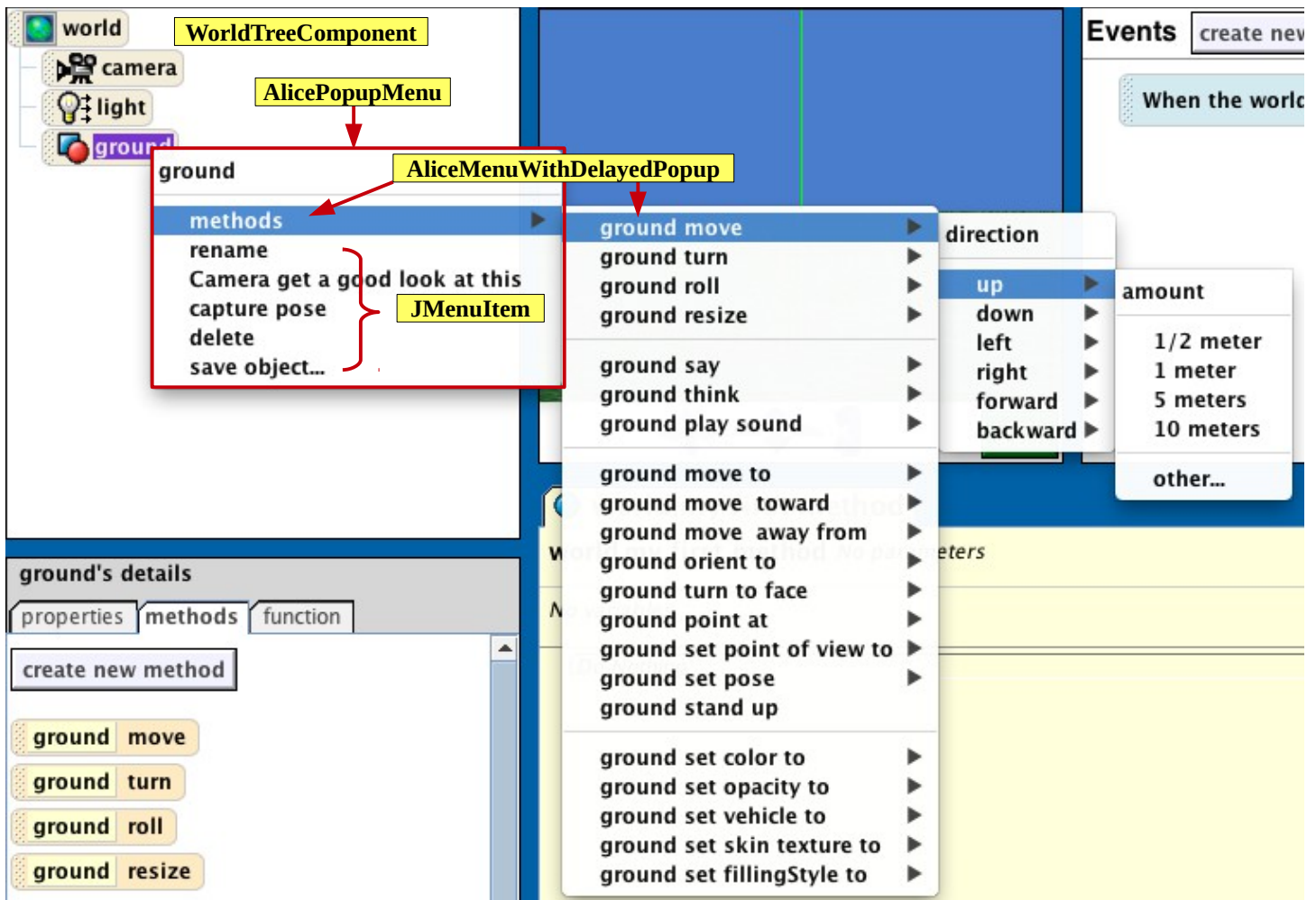
```
// Remove tooltip and popup menu when window loses focus
addWindowFocusListener(new WindowFocusListener() {
    Boolean flag = javax.swing.ToolTipManager.sharedInstance().isEnabled();
    @Override
    public void windowGainedFocus(WindowEvent arg0) {
        // TODO Auto-generated method stub
        if (flag)
            javax.swing.ToolTipManager.sharedInstance().setEnabled(true);
    }

    @Override
    public void windowLostFocus(WindowEvent arg0) {
        // TODO Auto-generated method stub
        if (flag)
            javax.swing.ToolTipManager.sharedInstance().setEnabled(false);
    }
});
```

edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 346

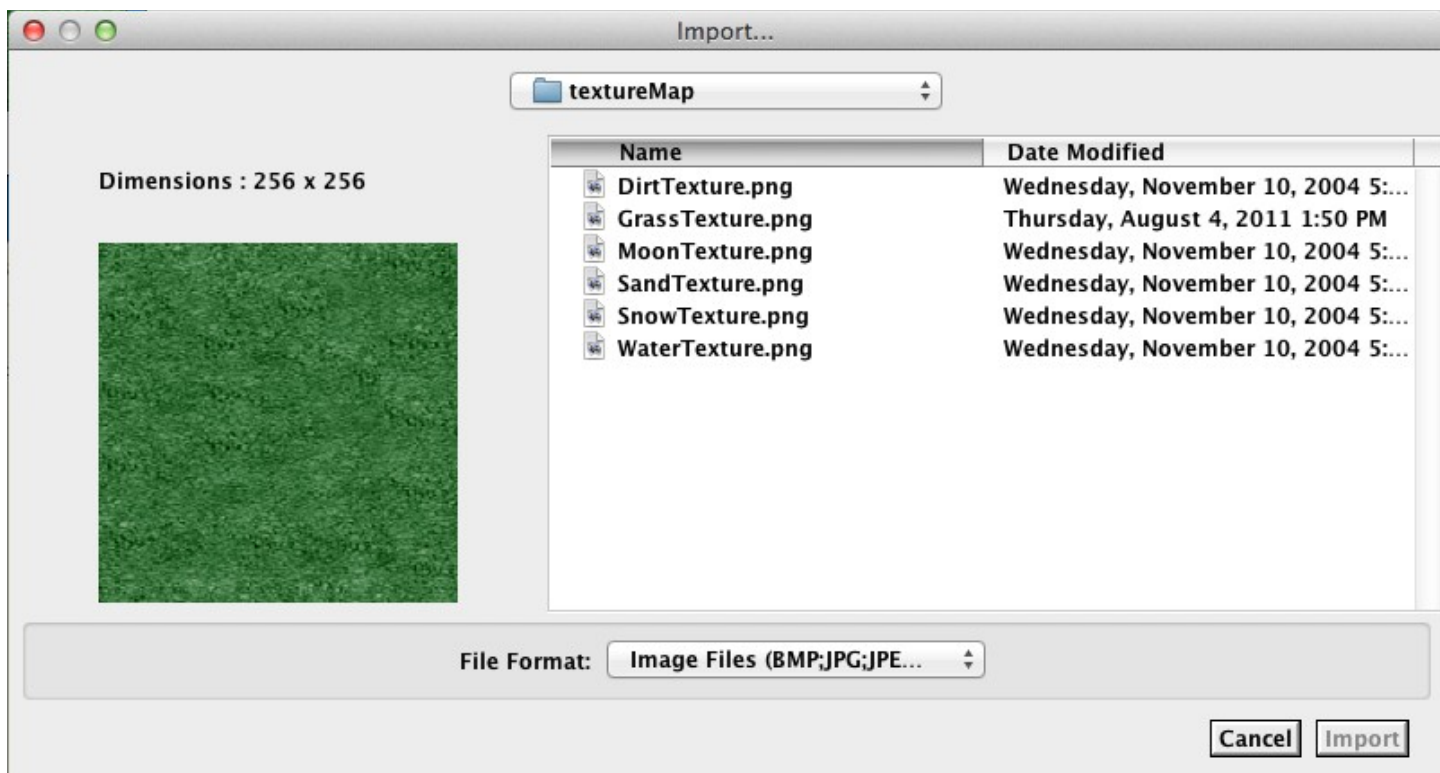
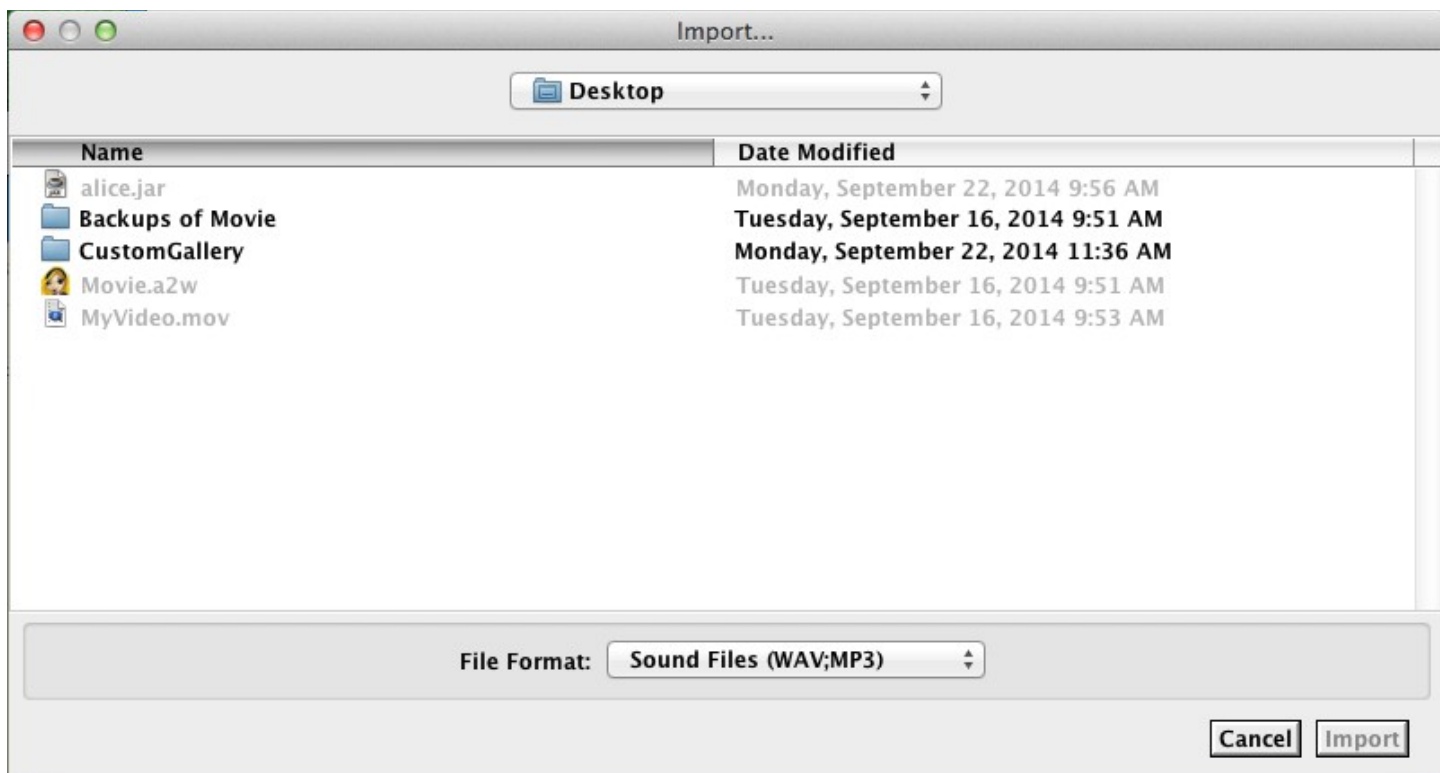
Current Look and Feel is set to `javax.swing.plaf.metal.MetalLookAndFeel`, and this is causing all the popup to appear above the other application when user cmd+tab away from Alice.

When changed to the default MAC Look and Feel, the popup works as expected. The only exception is the Alice menu.



edu.cmu.cs.stage3.alice.authoringtool.util.CustomMouseAdapter.java – mousePressed() on items in World tree.

Solved the problem by adding a property listener in edu.cmu.cs.stage3.alice.authoringtool.util.AlicePopupMenu.java line 134 to remove menu when window is out of focus.



create new variable

Name:

Type: ☒ Number
☐ Boolean
☐ Object
☐ Other... String

Value: 1 ☐ make a List

OK Cancel

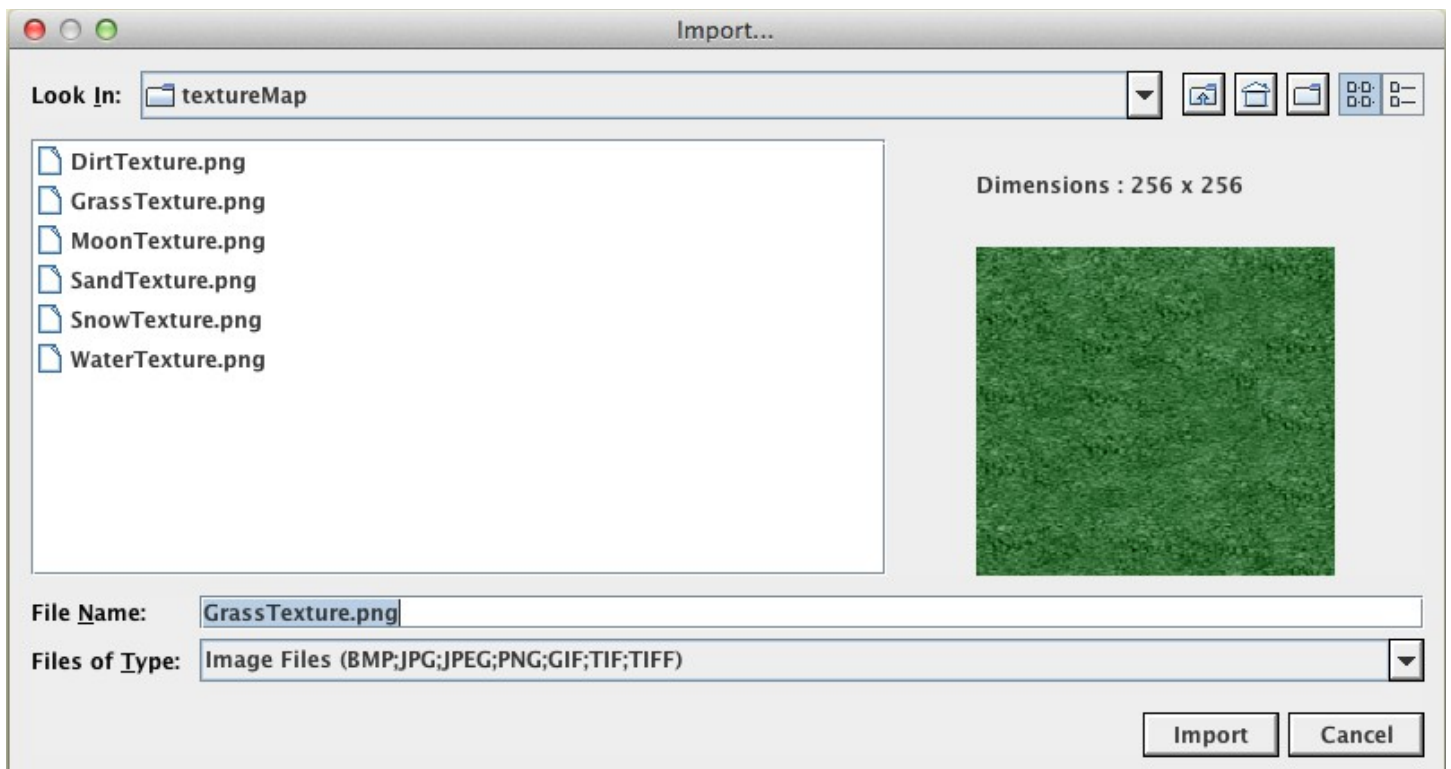
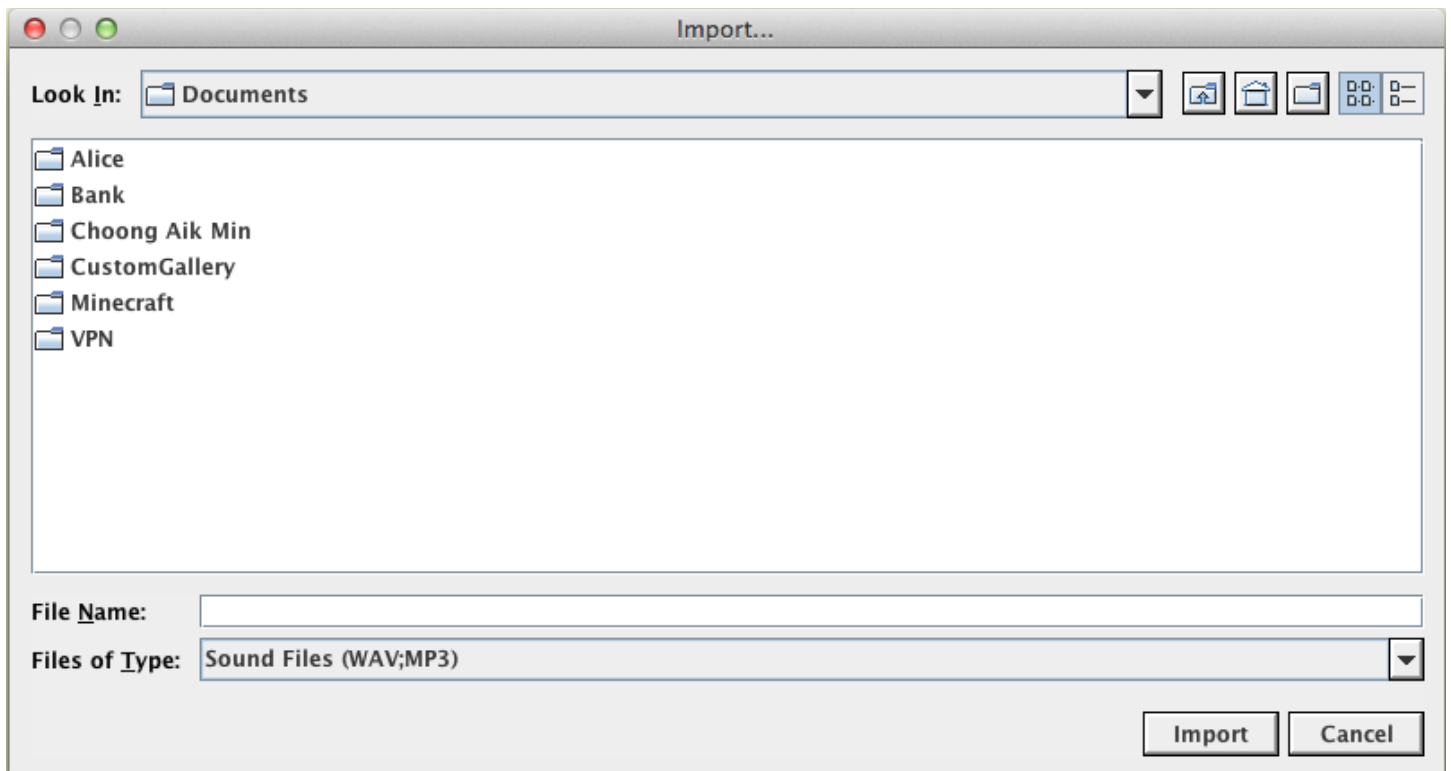
create new variable

Name:

Type: ☒ Number
☐ Boolean
☐ Object
☐ Other... String

Value: 1 ☐ make a List
Array

OK Cancel



New Function

Name:

Type: ☒ Number
☐ Boolean
☐ Object
☐ Other...

☐ make a

OK Cancel

New Function

Name:

Type: ☒ Number
☐ Boolean
☐ Object
☐ Other...

☐ make a

OK Cancel

Welcome to Alice!

Alice

Templates Examples Textbook Open a world

Tutorial Recent Worlds

Desktop

Name	Date Modified
alice.jar	Monday, September 22, 2014 9:56 AM
Backups of Movie	Tuesday, September 16, 2014 9:51 AM
CustomGallery	Monday, September 22, 2014 11:36 AM
Movie.a2w	Tuesday, September 16, 2014 9:51 AM
MyVideo.mov	Tuesday, September 16, 2014 9:53 AM

File Format:

Cancel Open

☒ Show this dialog at start

Title: Serious memory leak

Report No: 2.4.3 - 8

Status:

Resolved Date:

Related Report:

None.

Description:

Alice is not clearing memory from previous loaded file. If continuously using Alice to load large files, Java will eventually run out of heap space and Alice will not be able to load anymore files.

Comments:

Need to free memory from the previous World. This is done when the next World is loaded.

edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 2076 loadWorld (...)

Title: Text Output and Error Console bug

Report No: 2.4.3 - 9

Status: Resolved

Resolved Date: Apr 17, 2015

Related Report:

None.

Description:

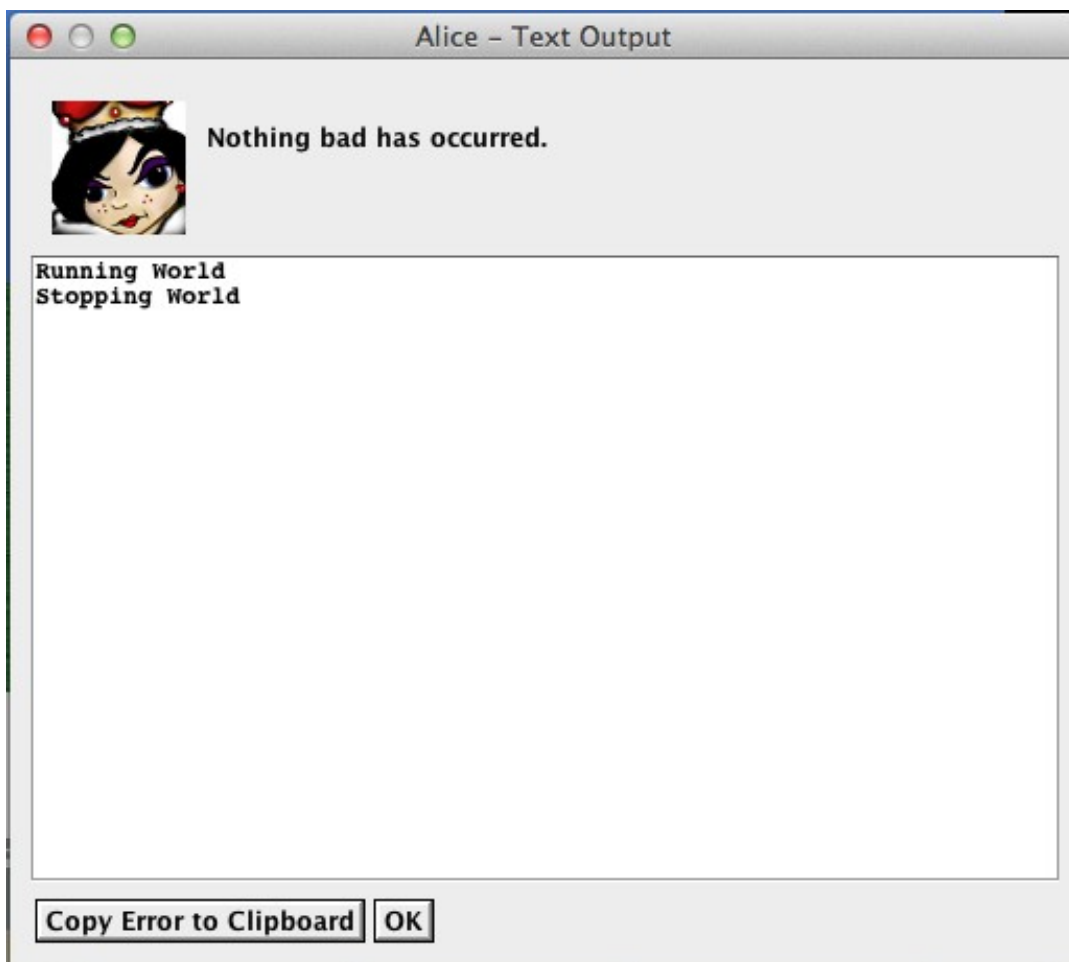
1. Alice is outputting all error and printed text to both the Text Output and Error Console.
2. Alice is not clearing the Text Output even when the checkbox in preferences menu is checked.
3. Alice is not clearing output when loading new world.

Note: Errors should be outputted to the Error Console while all printed text should appear when Playing world and outputted to the Text Output. "Running World" and "Stopping World" will only be printed in Text Output.

Comments:

edu.cmu.cs.stage3.alice.authoringtool.dialog.StdErrOutContentPane.java line 148

Redo this class to separate the Error Console from Text Output so all print statements prints to Text Output instead of outputting as errors.



Title: Drag and Drop (MAC) bug

Report No: 2.4.3 - 10

Status:

Resolved Date:

Related Report:

None.

Description:

Import a sound into Alice, then drag the sound to the editor. Remove the sound and Alice will prompt you to remove all references of the sound from your code. You will not be able to drag and drop anything after that.

Comments:

Dragging sound to editor

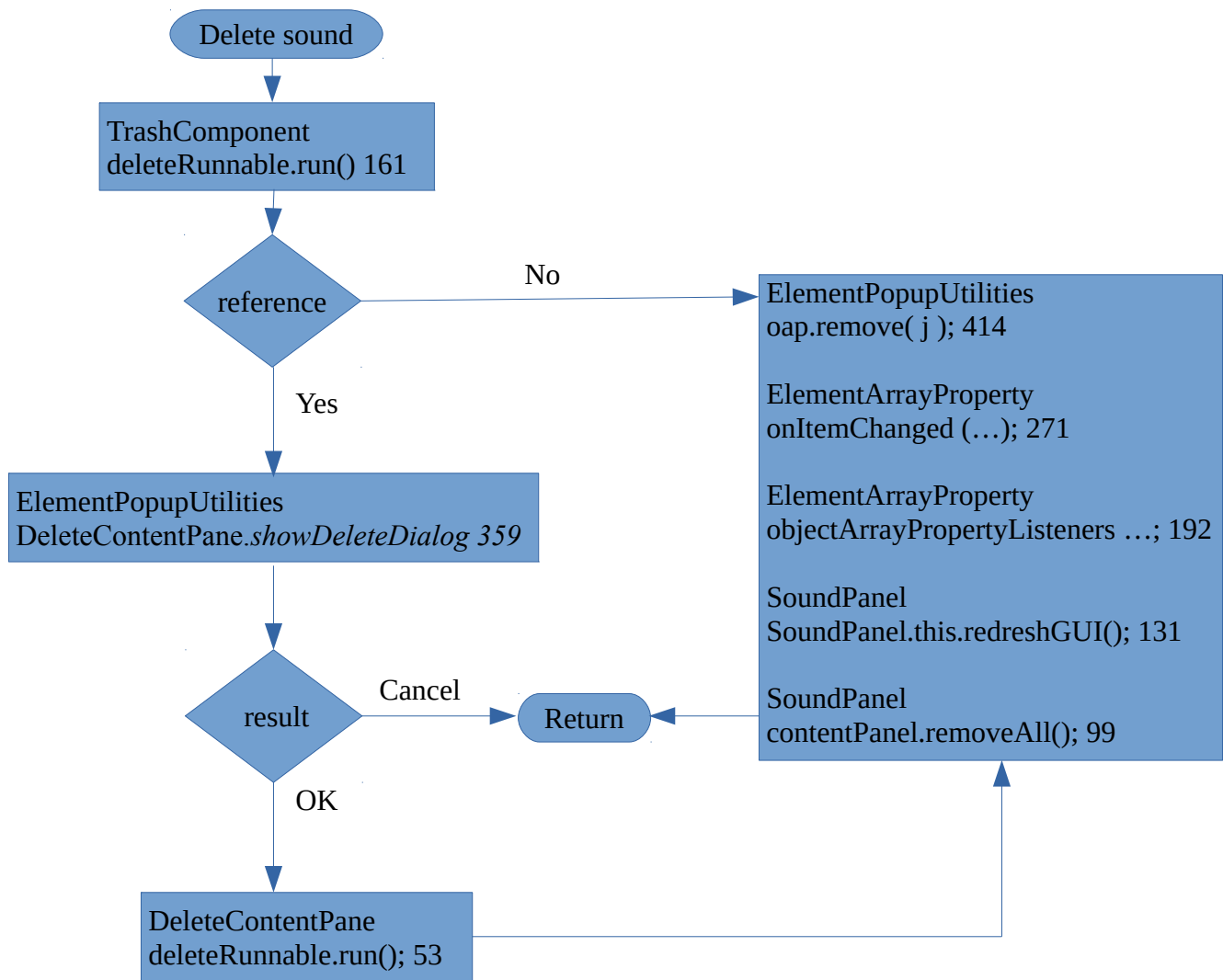
edu.cmu.cs.stage3.alice.authoringtool.editors.responseeditor.CompositeComponentResponsePanel.java line 439

Note: If you clear all references to the sound file, then press Cancel, you will be able to delete the sound file later without any problem. If you press OK after removing the references, then you will not be able to drag and drop after that.

Problem is when Alice clear the sound panel

edu.cmu.cs.stage3.alice.authoringtool.viewcontroller.SoundPanel.java line 99

Note: This bug is caused by Alice not receiving the dragDropEnd notification. This happens when another window pops up in Alice. MAC doesn't have a global mouse listener unlike Windows (awt.dll).



Title: Cannot create input stream from filename with extended character

Report No: 2.4.3 - 11

Status: Resolved

Resolved Date: Nov 30, 2014

Related Report:

None.

Description:

Alice cannot create input stream from a file if the filename contains extended character.

edu.cmu.cs.stage3.alice.core.property.DataSourceProperty.java line 54 `java.io.InputStream is = loader.readFile(filename);` returning null.

Comments:

Sound filename are not stored with the correct utf-8 encoding, causing Alice to fail to load the file. Change

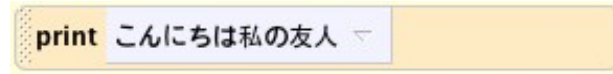
edu.cmu.cs.stage3.alice.core.Element.java line 1743 `name = new String(name.getBytes("utf-8"), "utf-8");`

Title: Print tile does not print unicode characters**Report No:** 2.4.3 - 12**Status:** Resolved**Resolved Date:** Feb 25, 2015**Related Report:**

None.

Description:

1. Alice cannot print unicode characters.



2. Print statements in script also does not print unicode characters but writes to file correctly.

```
def tryIt():
    jaString = u"\u65e5\u672c\u8a9e\u6587\u5b57\u5217"
    print jaString
    myFile = PrintWriter(File(saveFileName), "utf-8") # This utf-8 reference works
    myFile.print(jaString)
    myFile.flush()
    myFile.close
```

Comments:

1. Added VMPParam -Dfile.encoding=ISO-8859-1

Detect the encoding of the text in the Print tile.

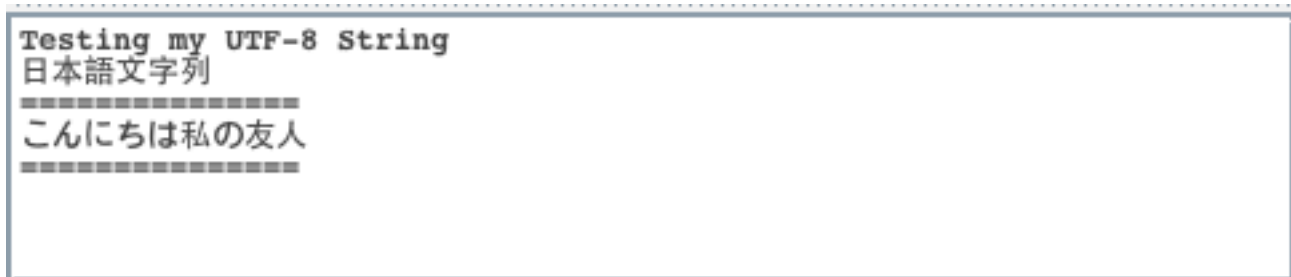
Added a new jar juniversalchardet-1.0.3.jar.

edu.cmu.cs.stage3.alice.authoringtool.util.StyleStream.java line 59

public static String detectEncoding(byte[] bytes)

2. Modify script to encode string.

```
jaString = u"\u65e5\u672c\u8a9e\u6587\u5b57\u5217"
text = jaString.encode("utf-8")
print text
```



Title: Problems in language file

Report No: 2.4.3 - 13

Status: Resolved

Resolved Date: Apr 17, 2015

Related Report:

None.

Description:

1. Some string spans multiple lines thus having multiple entries in the language file and requiring multiple calls to this file. These string should be merge.
2. Some strings begins with a space and the output does not have spaces in them, causing some text to merge together.
3. Need to make sure all key in all the language files are the same, and sorted.
- 4.

Comments:

Sorted the language files.

Removed all the underscore at the start of the line with those, and fix the calls.

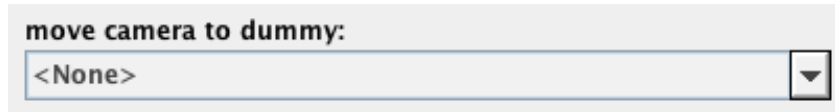
Added German to the list of languages.

Title: Dummy object bug
Report No: 2.4.3 - 14
Status: Resolved
Resolved Date: Apr 17, 2015

Related Report:
None.

Description:

Dummy object in a file does not appear in the move camera to dummy drop down box. Work around: adding a new dummy will refresh the drop down.



Comments:

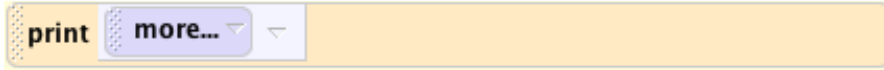
Update the move camera to dummy dropbox when user clicks the “add object” button to open the gallery..
edu.cmu.cs.stage3.alice.authoringtool.editors.sceneditor.SceneEditor.java line 142
edu.cmu.cs.stage3.alice.authoringtool.editors.sceneditor.CameraViewPanel.java line 1261
updateMoveCameraCombo()

Title: Print Function bug
Report No: 2.4.3 - 15
Status: Resolved
Resolved Date: Apr 20, 2015

Related Report:
None.

Description:
Printing a Function will cause the function to be deleted.

Create a Function (eg. my first function),
Drag a Print tile to the editor and select object > world.my first function
Function gets deleted and the tile becomes:



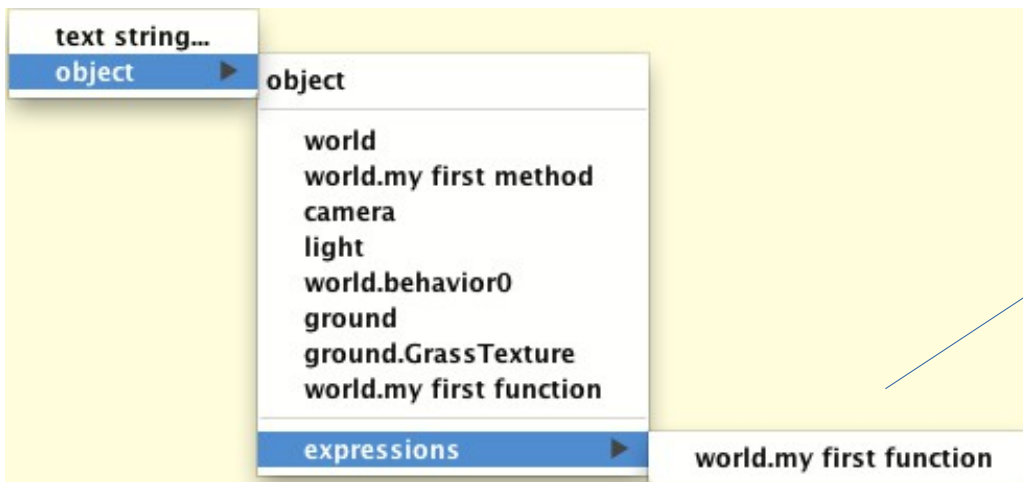
Comments:
edu.cmu.cs.stage3.alice.core.response.Print.java
edu.cmu.cs.stage3.alice.authoringtool.util.PopupMenuUtilities.java line 2032

Functions in expression can be dragged without any problems, but otherwise will be deleted from the menu and Functions tab.
java.lang.RuntimeException: ExternalReferenceException:
PropertyReference[property=edu.cmu.cs.stage3.alice.core.property.UserDefinedQuestionProperty[name=userDefinedQuestion,owner
=edu.cmu.cs.stage3.alice.core.question.userdefined.CallToUserDefinedQuestion[world.my first
method.__Unnamed0__.__Unnamed0__]],criterion=null]

edu.cmu.cs.stage3.alice.authoringtool.util.PopupMenuUtilities.java line 2718

edu.cmu.cs.stage3.alice.authoringtool.editors.responseeditor.CompositeComponentResponsePanel.java line
266

- world.propertyValue is edu.cmu.cs.stage3.alice.core.Element
- world.my first method is also edu.cmu.cs.stage3.alice.core.Element
- world.my first function is edu.cmu.cs.stage3.alice.core.Question and edu.cmu.cs.stage3.alice.core.Element
- text string is none
- world.behavior is edu.cmu.cs.stage3.alice.core.Element



q.m_parent=World

q.m_parent=null

Maybe don't list functions in the main object area, just list it in expressions.

Make elements

edu.cmu.cs.stage3.alice.authoringtool.util.PopupMenuUtilities.java line 1038

```
edu.cmu.cs.stage3.util.Criterion criterion = new
edu.cmu.cs.stage3.util.criterion.MatchesAllCriterion( new
edu.cmu.cs.stage3.util.Criterion[] { instanceOf, elementIsNamed,
inAppropriateOAPCriterion } );

edu.cmu.cs.stage3.alice.core.Element[] elements = context.getRoot().search( criterion );
```

elements=

World
UserDefinedResponse
SymmetricPerspectiveCamera
DirectionalLight
WorldStartBehavior
Model
TextureMap
UserDefinedQuestion

makeFlatElementStructure

line 467 exclude making menu for UserDefinedQuestion

Make expressions

edu.cmu.cs.stage3.alice.authoringtool.util.PopupMenuUtilities.java line 1180

```
java.util.Vector expressionStructure = makeFlatExpressionStructure( valueClass,
recursiveFactory, context, NO_CURRENT_VALUE );
```

makeElementStructure

line 410 exclude making menu for UserDefinedQuestion

Title: Redo AWTUtilities to provide support for MAC and Linux

Report No: 2.4.3 - 16

Status:

Resolved Date:

Related Report:

2.4.3 – 10,

Description:

AWTUtilities provide global mouse and key listener for Alice, but the dll files only work on Windows machine.

Comments:

edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 851 create a global mouse listener

edu.cmu.cs.stage3.awt.AWTUtilities.java

```
System.loadLibrary( "jni_awtutilities" );
```

isGetCursorLocationSupported

isSetCursorLocationSupported

isIsKeyPressedSupported

isGetModifiersSupported

isPumpMessageQueueSupported

pumpMessageQueue

getCursorLocation

setCursorLocation

isCursorShowing

setIsCursorShowing

isIsCursorShowingSupported

isSetIsCursorShowingSupported

isKeyPressed

getModifiers

mouseListenersAreSupported -

mouseMotionListenersAreSupported

addMouseListener

removeMouseListener

addMouseMotionListener

removeMouseMotionListener

isButton1Pressed

isButton2Pressed

isButton3Pressed

fireMouseAndMouseMotionListenersIfNecessary

Note:

Added jNativeHook.jar to provide the global key listener.

edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 870

Added code in

edu.cmu.cs.stage3.awt.AWTUtilities.java line 93

getCursorLocation() and setCursorLocation().


```
Toolkit.getDefaultToolkit().getSystemEventQueue().push(this);
@Override
protected void dispatchEvent(AWTEvent event)
{
    try
    {
        super.dispatchEvent(event);
        if (peekEvent() != null && userEventDispatched)
        {
            raiseIdleEvent();
            userEventDispatched = false;
        }
        else
        {
            int eventId = event.getID();
            if (eventId == KeyEvent.KEY_TYPED || eventId == MouseEvent.MOUSE_CLICKED)
            {
                userEventDispatched = true;
            }
        }
    }
    catch (Throwable ex)
    {
        onError(ex);
    }
}
```

Title: Option+Click
Report No: 2.4.3 - 17
Status: Resolved
Resolved Date: May 2015

Related Report:

Redo AWTUtilities to provide support for MAC and Linux

Description:

Change all the control+click in Alice to Option+click for the MAC version.

Many schools are still dealing with older equipment, and even if they have two button mice, the Mac interface guidelines still specify control-click, so I think we need to stay with that. The Macs have an option key, which is the equivalent of the PC ALT key... In Alice 3, the Mac version uses option-click and the PC versions will use CTRL click... Is it possible to implement something like that in Alice 2?

Thanks,
Don Slater

Comments:

Modify

edu.cmu.cs.stage3.alice.authoringtool.util.DefaultMoveMode line 89

```
boolean controlDown = ev.isControlDown();  
if (AikMin.isMAC()){  
    controlDown = ev.isAltDown();  
}
```

so if its on MAC, we use Option+Click.