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Updated Java to Java 1.8.0_153
Updated JOGL to JOGL 2.3.2

Title: Event Drag and Drop Highlight box
Report No: 2.5.1 - 1
Status: Resolved
Resolved Date: Nov 12, 2015

Related Report:
None.

Description:
When dragging a tile, all possible location to drop the tile is highlighted in yellow. Thus, a yellow rectangle outlines the scroll pane of the Events panel appears when dragging the tile. If the items in the Events panel are too wide to fit the whole panel, a scroll bar appears to allow users to scroll the item. When scrolling, the yellow box scroll as well, so it appears off screen when user is dragging an item.

Comments:
This is fixed by recalculating the location and repositioning the yellow box.
edu.cmu.cs.stage.alice.authoringtool.editors.behaviorgroupseditor.BehaviorGroupsEditor.java line 849

The size of the yellow box should be the size of the scroll pane instead of the containing panel.
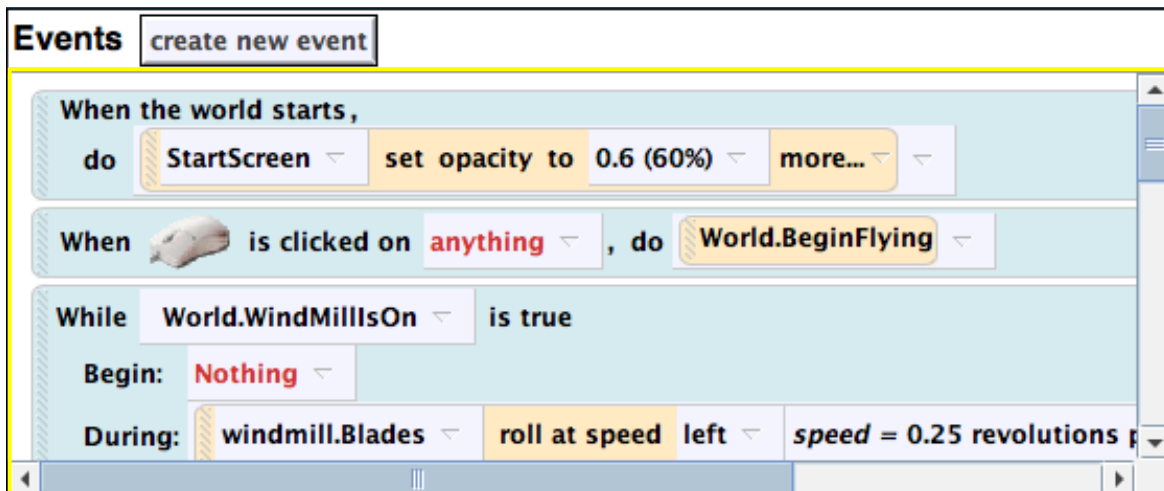
Title: Tutorial Bug
Report No: 2.5.1 - 2
Status: Resolved
Resolved Date: November 24, 2015
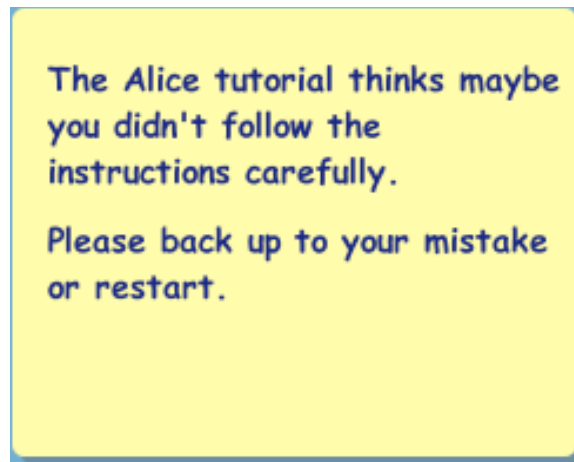
Related Report:
2.4.2 - 8

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:

The Alice tutorial thinks maybe you didn't follow the instructions carefully.

Please back up to your mistake or restart.

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

Comments:
Fixed Tutorial 4 (Tutorial4.stl)

Selecting the gallery
Alice will select any available gallery if the gallery for the current language is not present.
edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 4569
edu.cmu.cs.stage3.alice.authoringtool.galleryviewer.GalleryViewer.java line 1367

Creating the hole for the gallery
edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 4266

Title: isFirstClass bug
Report No: 2.5.1 - 3
Status: Resolved
Resolved Date: Dec 4, 2015

Related Report:
None.

Description:
When saving a model's subpart, the isFirstClass is not set to true, and the model cannot be moved when loaded back into Alice.

Comments:
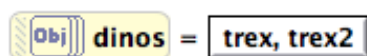edu.cmu.cs.stage3.alice.core.Element.java line 1566
If the element does not have a parent, then set isFirstCLass to true.

Title: ArrayIndexOutOfBounds Exception
Report No: 2.5.1 - 4
Status: Resolved
Resolved Date: Dec 7, 2015
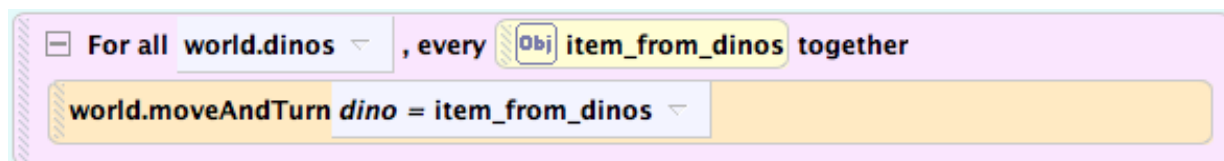
Related Report:
None.
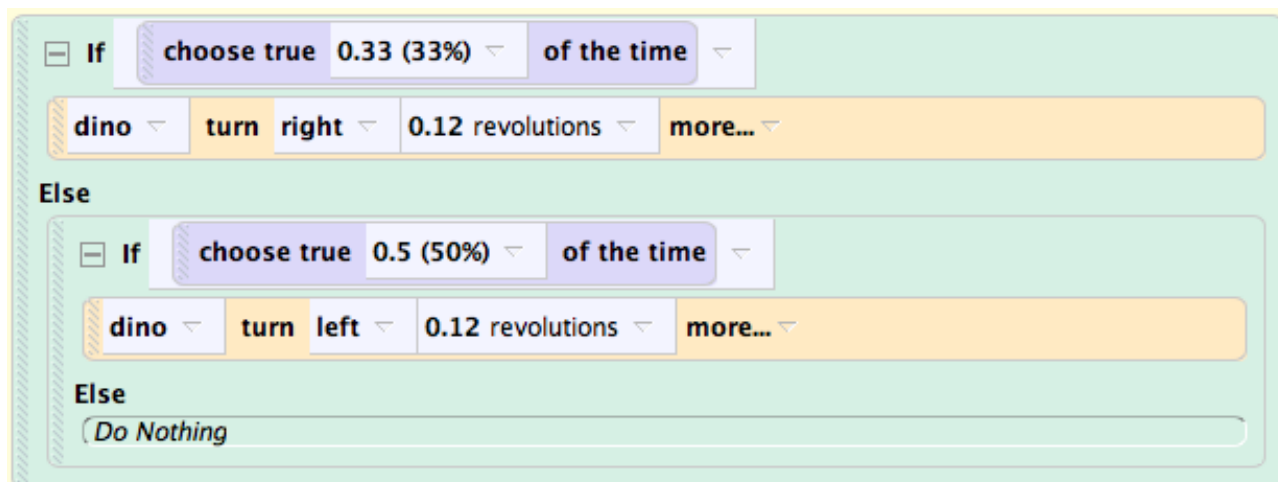
Description:
Calling a method with an "if/else" block from within a "For all together" block will cause Alice to throw the ArrayIndexOutOfBounds Exception if either the "if" or "else" part of the "if/else" block is empty.

Obj dinos = trex, trex2

In main method

For all world.dinos , every Obj item_from_dinos together
world.moveAndTurn dino = item_from_dinos

In world.moveAndTurn method

If choose true 0.33 (33%) of the time
dino turn right 0.12 revolutions more...
Else
If choose true 0.5 (50%) of the time
dino turn left 0.12 revolutions more...
Else
Do Nothing

Comments:
edu.cmu.cs.stage3.alice.core.response.DoInOrder.java line 100. Do nothing if either "it" or "else" block is empty.

Title: Arabic Update
Report No: 2.5.1 - 5
Status: Resolved
Resolved Date: 2016 - 2017

Related Report:
None.

Description:
Created an Arabic version for Alice 2.

Comments:
See "Error report – Arabic version" for list of bugs and fixes.

Title: Number Format – Spanish version replacing ".", with "," in filename for the Take Picture feature
Report No: 2.5.1 - 6
Status: Resolved
Resolved Date: Jan 11, 2017

Related Report:
None.

Description:
Spanish version replacing "." with "," in filename for the Take Picture feature due to Locale settings on user's computer.

Comments:

edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 3104

```java
private java.text.DecimalFormat captureFormatter = new java.text.DecimalFormat();
StringBuffer pattern = new StringBuffer(authoringToolConfig.getValue("screenCapture.baseName"));
String codec = authoringToolConfig.getValue("screenCapture.codec");

pattern.append("#");
for (int i = 0; i < numDigits; i++) {
        pattern.append("0");
}
//pattern.append(".");
//pattern.append(codec);

captureFormatter.applyPattern(pattern.toString());
```

Apply pattern format only on the number of the filename, then append "." and file extension to the filename.

Title: Decimal places
Report No: 2.5.1 - 7
Status: Resolved
Resolved Date: Jan 13, 2017

Related Report:
None.
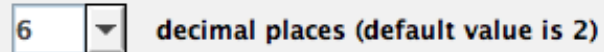
Description:
Alice only display numbers up to 2 decimal places even if the number contains more than 2 decimal places. We should allow users to set this value. Value 0.123456 is displayed as

Comments:
Added an entry in Preferences menu to allow users to set the display decimal places.

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

Text requires translation:
      "You_must_enter_a_valid_number_for_the_decimal_places_"
      "Invalid_Number"
      "decimal_places__default_value_is_2_"

edu.cmu.cs.stage3.alice.authoringtool.AuthoringToolResources.java line 1064
      AuthoringToolResources.*resources*.decimalFormatter.setMaximumFractionDigits (...);

edu.cmu.cs.stage3.alice.authoringtool.Jalice.java line 353 – Set default values.

Title: Increase "Create New Local Variable" pane size.
Report No: 2.5.1 - 8
Status: Resolved
Resolved Date: Jan 13, 2017

Related Report:
None.

Description:
Value drop down too small to display decimal value.

Comments:
edu.cmu.cs.stage3.alice.authoringtool.dialog.NewNamedElementContentPane.java line 56.

Title: Remove VariableNamed function in Java Style
Report No: 2.5.1 - 9
Status: Resolved
Resolved Date: Jan 24, 2017

Related Report:
None.

Description:
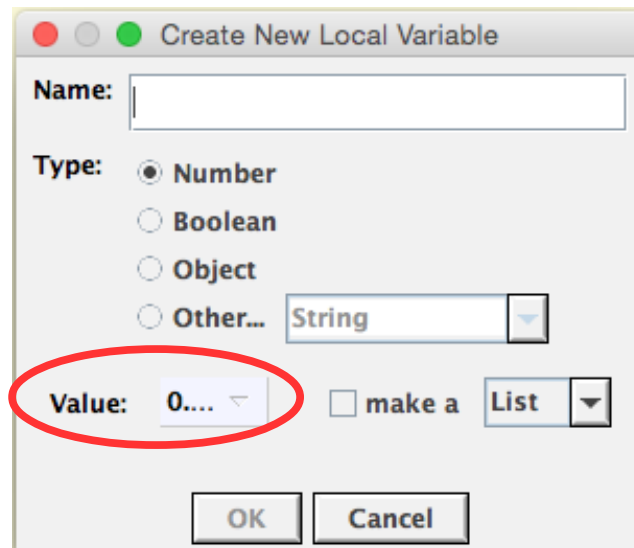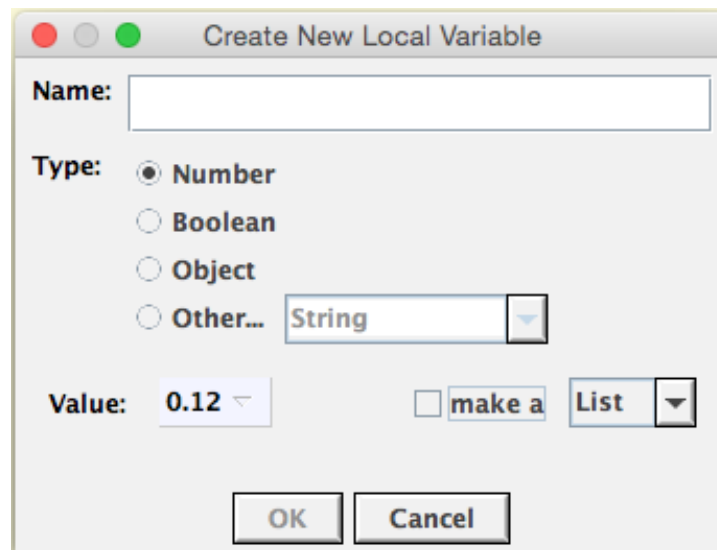The edu.cmu.cs.stage3.alice.core.question.VariableNamed : "<<<owner>>>'s variable named <variableName> of type <valueClass>" is missing in the "Java Style.py" and "Java Text Style.py" file.

Comments:
Removed by the request from Don.

Removed
edu.cmu.cs.stage3.alice.core.question.VariableNamed : "<<<owner>>>'s variable named <variableName> of type <valueClass>"
from Alice Style.py

Removed
    ("owner", "edu.cmu.cs.stage3.alice.core.question.VariableNamed"),
    ("variableName", "edu.cmu.cs.stage3.alice.core.question.VariableNamed"),
    ("valueClass", "edu.cmu.cs.stage3.alice.core.question.VariableNamed"),
and
    ["edu.cmu.cs.stage3.alice.core.question.VariableNamed",
        ["variableName",
            "replace me",
        ],
        ["valueClass",
            java.lang.Boolean,
            java.lang.Number,
            edu.cmu.cs.stage3.alice.core.Model,
        ]
    ],
and
    "edu.cmu.cs.stage3.alice.core.question.VariableNamed", - 4 locations
from StandardResources.py

Removed
    edu.cmu.cs.stage3.alice.core.question.VariableNamed.java

Title: New String Function – toUpperCase and toLowerCase
Report No: 2.5.1 - 10
Status: Resolved
Resolved Date: Jan 24, 2017

Related Report:
None.

Description:
User has requested the String.toLowerCase() and String.toUpperCase().

Comments:
Added these in python file
        edu.cmu.cs.stage3.alice.core.question.StringToUpperCaseQuestion : "<a> to uppercase",
        edu.cmu.cs.stage3.alice.core.question.StringToLowerCaseQuestion : "<a> to lowercase",
and
        edu.cmu.cs.stage3.alice.core.question.StringToUpperCaseQuestion : "<a>.toUpperCase",
        edu.cmu.cs.stage3.alice.core.question.StringToLowerCaseQuestion : "<a>.toLowerCase",

Added in StandardResources.py
propertyNamesToOmit section
        ("a", "edu.cmu.cs.stage3.alice.core.question.StringToUpperCaseQuestion"),
        ("a", "edu.cmu.cs.stage3.alice.core.question.StringToLowerCaseQuestion"),

["edu.cmu.cs.stage3.alice.core.World",
        ["string",
            "edu.cmu.cs.stage3.alice.core.question.StringToUpperCaseQuestion",
            "edu.cmu.cs.stage3.alice.core.question.StringToLowerCaseQuestion",

Created these classes
        edu.cmu.cs.stage3.alice.core.question.StringToUpperCaseQuestion.java
        edu.cmu.cs.stage3.alice.core.question.StringToLowerCaseQuestion.java
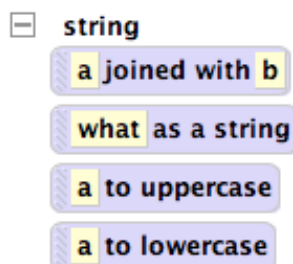
Title: Drag and Drop subparts
Report No: 2.5.1- 11
Status: Resolved
Resolved Date: February 10, 2017

Related Report:
None.

Description:
Should not allow users to drag and drop model's subparts into the world or other models. Models can be moved to the World and into Groups but not into other models, and subparts should not be moved anywhere (Maybe allow rearranging of subparts within its parent).
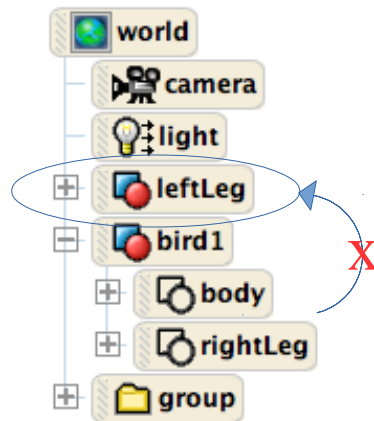
Comments:

edu.cmu.cs.stage.alice.authoringtool.WorldTreeComponent.java line 365
Check the parent of the dragged item to make sure it is not of type model.

Title: MoveToward and MoveAwayFrom bug
Report No: 2.5.1 - 12
Status: Resolved
Resolved Date: March 6, 2017

Related Report:
None.

Description:

subject move to

subject move toward

subject move away from
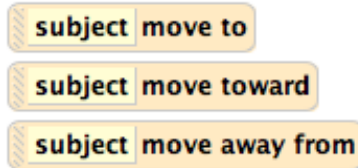
MoveToward does not move the subject towards the target if the target moves away from the initial position. This is because the subject calculates the move direction and amount based on the target's initial position instead of the current position during the world execution. MoveToward and MoveAwayFrom should behave like the MoveTo method where the subject always points towards the target, except now it only move a set amount.

Comments:

subject ▽ | move *amount* = amount meters ▽ | toward *target* = target ▽ | more... ▽
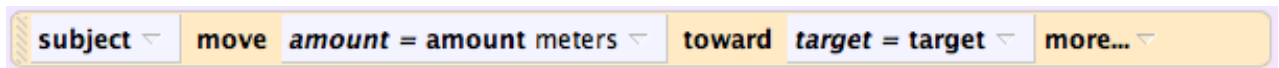
edu.cmu.cs.stage3.alice.core.response.AbstractMoveInDirectionOfAnimation.java
Add a transformation listener to the target,
Compute the end position given the move amount, and
Set subject's end position.

Target

If Target moves to the right, then the Subject should also move towards the target as shown with the red dotted line.

The Subject should move away from the Target as shown with the dotted green line.

Subject

* For illustration purposes only, the path the Subject follows may not be as shown.
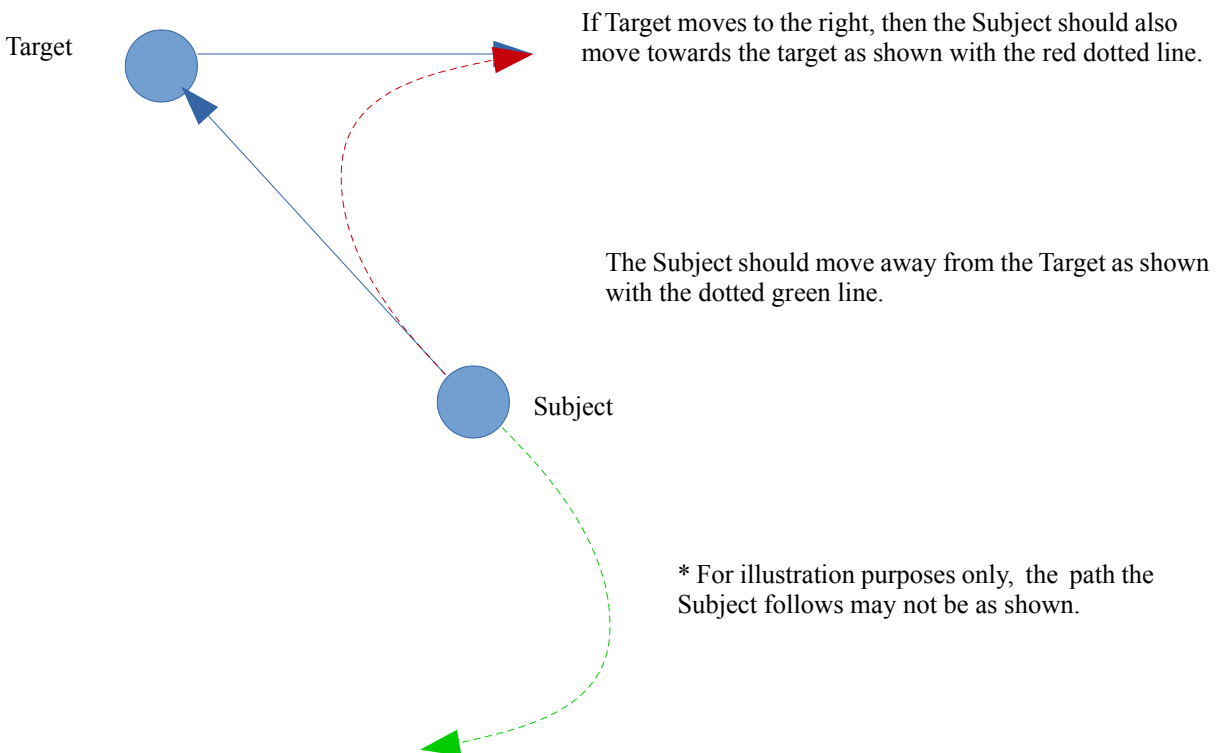
Title: While the world is running event bug
Report No: 2.5.1 - 13
Status: Resolved
Resolved Date: March 30, 2017
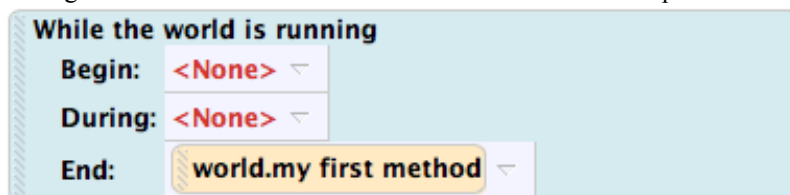
Related Report:
None.

Description:
The While the world is running event does not run the End section when the world stops.
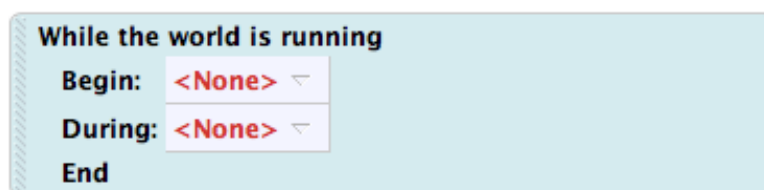
Alice throws a NullPointerException when the world ends.

Comments:
edu.cmu.cs.stage3.alice.core.behavior.WorldIsRunningBehavior.java line 34 set involkeEndOnStop() to false. This stops Alice from running the End section in the "While the world is running" Event.

edu.cmu.cs.stage3.alice.authoringtool.util.ElementPopupUtilities.java line 122 added "if statement" to prevent Alice from added the "change to" structure to the "When the world starts" Event. Users will not be able to change this Event to "While the world is running" anymore.

edu.cmu.cs.stage3.alice.authoringtool.editors.behaviorgroupseditor.ConditionalBehaviorPanel.java line 146 added code to remove the End section. This was added so older files with the "While the world is running" event will not display the End section.

Title: Event not called error
Report No: 2.5.1 - 14
Status: Resolved
Resolved Date: April 7, 2017

Related Report:
None.

Description:
1. Alice outputs this warning if the method is opened in the editor window even if this method is used in the Events because Alice only check World level Event. Alice only check currently opened methods, not all methods in the program.
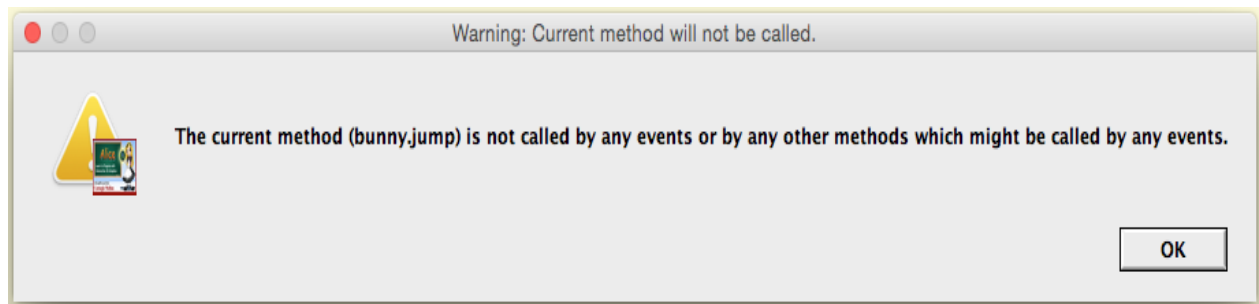
2. Object level events not called when object is in a Group folder.

Comments:

1. Added code in edu.cmu.cs.stage3.alice.authoringtool.AuthoringToolResources.java line 1789

```
else if (  referrer instanceof edu.cmu.cs.stage3.alice.core.behavior.TriggerBehavior ||
          referrer instanceof edu.cmu.cs.stage3.alice.core.behavior.AbstractConditionalBehavior ){
                return true;
}
```

So that if the method is referenced by any event(including Model Event, not just World event), it will return true.

2. Added code in edu.cmu.cs.stage3.alice.core.World line 461 to check World group and schedule Behaviors to run.

Title: Turn to face bug
Report No: 2.5.1 - 15
Status: Resolved
Resolved Date: May 3, 2017

Related Report:
None.

Description:
It occurs when the object turns to face the direction it's already facing, but it only occurs when the object is facing a certain direction relative to the world. It appears to be when the object is turned at an angle anywhere between 90 and 135 degrees, to the right or to the left. The position of the object doesn't matter, just the orientation relative to the world.

Throwable that caused the error:
javax.vecmath.SingularMatrixException: cannot invert matrix
at javax.vecmath.Matrix4d.invertGeneral(Matrix4d.java:1996)
at javax.vecmath.Matrix4d.invert(Matrix4d.java:1951)
at edu.cmu.cs.stage3.alice.scenegraph.Transformable.getInverseAbsoluteTransformation(Transformable.java:121)
at edu.cmu.cs.stage3.alice.scenegraph.ReferenceFrame.getTransformation(ReferenceFrame.java:58)
at edu.cmu.cs.stage3.alice.scenegraph.ReferenceFrame.getTransformation(ReferenceFrame.java:69)
at edu.cmu.cs.stage3.alice.scenegraph.Transformable.getTransformation(Transformable.java:152)
…

Comments:
Floating point error when performing calculations on matrices.
Added code in edu.cmu.cs.stage3.math.Quanternion.java line 79. Do not need to set orientation if the two object is already within 0.000001 of each other. Prevents unnecessary interpolations on the matrices.

Title: Inconsistent default value for duration
Report No: 2.5.1 - 16
Status: Resolved
Resolved Date: May 8, 2017

Related Report:
None.

Description:
Some properties runs immediately while other takes 1 second. Need to change all properties with duration of 0 seconds to 1 second.
The properties are:
[Object] set vehicle to – default duration is 0 seconds
increment [variable] by – default duration is 0 seconds
decrement [variable] by – default duration is 0 seconds
[variable] set value to – default duration is "false seconds"
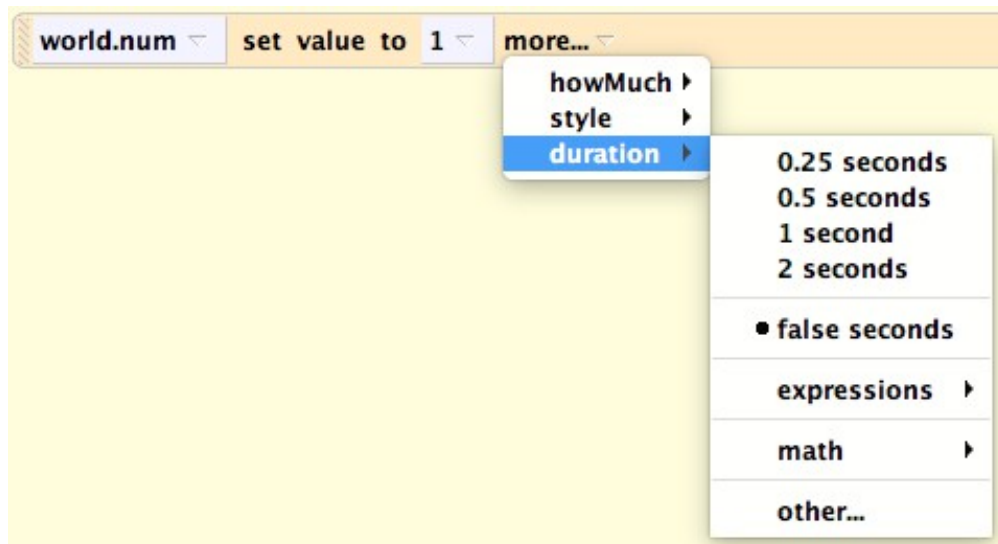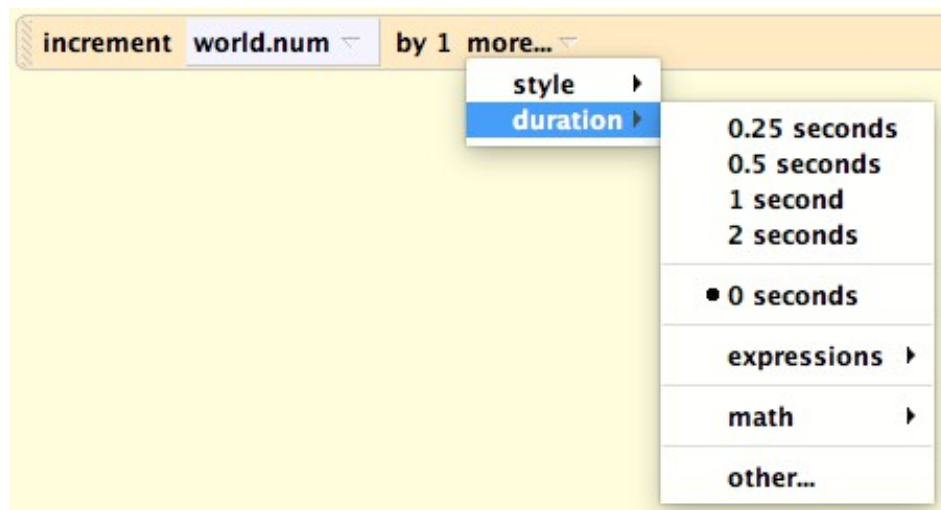
Comments:
changed:
edu.cmu.cs.stage3.alice.authoringtool.viewcontroller.PropertyViewController.java line 1267 - duration to 1.0
edu.cmu.cs.stage3.alice.authoringtool.util.PopupMenuUtilities.java line 670 and 770 – duration to 1.0
edu.cmu.cs.stage3.alice.core.response.Decrement.java line 33 – return value to 1
edu.cmu.cs.stage3.alice.core.response.Increment.java line 33 – return value to 1

Title: Set pose bug in She Builder
Report No: 2.5.1 - 17
Status: Resolved
Resolved Date: May 10, 2017

Related Report:
2.5 - 15.

Description:
Creating a pose in the model created with the She Builder, and the setting the pose to the model will cause the show to grow in size. Different shoe models resize differently.
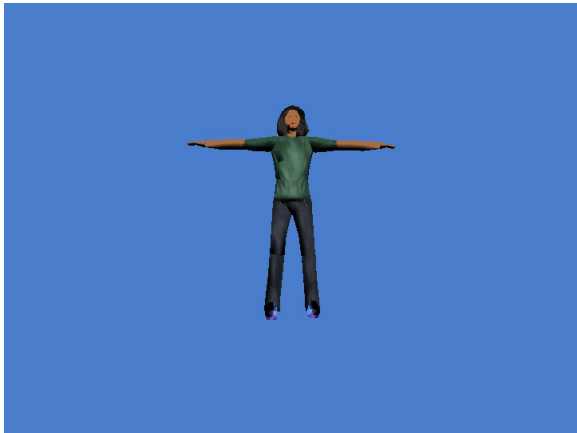
Comments:
edu.cmu.cs.stage3.alice.core.response.PoseAnimation.java line 98
Do not make changes if the target location is <0.000001 from the source location. This prevents floating point error due to computation on the matrices.

Alice 2.5.2
Title: New Linux Script
Report No: 2.5.2 - 1
Status: Resolved
Resolved Date:

Related Report:
None.

Description:
Cannot create a symbolic link (shortcut) to the startup script (run-alice).

Comments:
Added following to script:
SYMLINKS=$(readlink -f "$0")
ALICE_PATH="$(dirname "$SYMLINKS")/Required"

Title: New Windows alice.exe
Report No: 2.5.2 - 2
Status: Resolved
Resolved Date:

Related Report:
None.

Description:
Need to recompile alice.exe to change file encoding to utf-8, add python home path and remove library (dll) dependencies.

Comments:
See document on "Setting up Alice C source - v2.doc"

Title: New Mac JavaAppLauncher
Report No: 2.5.2 - 3
Status: Resolved
Resolved Date:

Related Report:
None.

Description:
Older Mac launcher requires Apple's Java 6 to launch even when Alice is not using that version of Java.

Comments:
Changed Alice's app to the new folder structure to remove dependency on Apple's Java 6.

New structure requires a "Java" folder and the launcher to be called "JavaAppLauncher".

New app will run Java from the Contents/PlugIns folder.

Requires
export CFProcessPath="$0"
for the app to recognize other options in plist.

Title: New Mac Plist
Report No: 2.5.2 - 4
Status: Resolved
Resolved Date:

Related Report:
None.

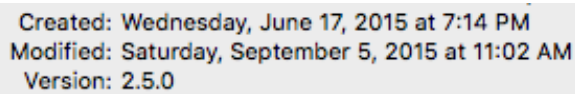**Description:**
Added some options so information display correctly in MAC menubar and Get Info screen.

Menubar

Get Info

Comments:
Required for the new format so app does not depend on Apple's Java 6 to launch.
<key>CFBundleExecutable</key>
<string>JavaAppLauncher</string>

Shows the version number in the Get Info screen.
<key>CFBundleGetInfoString</key>
<string>2.5.0</string>

Title: Tutorial Scroll to Rectangle bug
Report No: 2.5.2 - 5
Status: Resolved
Resolved Date: Nov 7, 2017

Related Report:
None.

Description:
In tutorial 4, user were requested to drag a model from a directory, but Alice does not return the correct position for the directory, causing the clickable rectangle to be outside the window.

When requesting for the Japan directory, Alice scroll to show the following, and the clickable rectangle is outside the viewing area.

Comments:
Changed edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool line 4851

```
((javax.swing.JComponent) c.getParent()).scrollRectToVisible(c.getBounds());
```

Alice showing the correct result.

Alice 2.5.3
Title: Render area moving when resizing window.
Report No: 2.5.3 - 1
Status: Resolved
Resolved Date: Nov 29, 2017

Related Report:
None.

Description:
The render canvas moves up or down when resizing Alice window vertically. Problem occurs when we upgraded from JOGL 1 to JOGL 2.
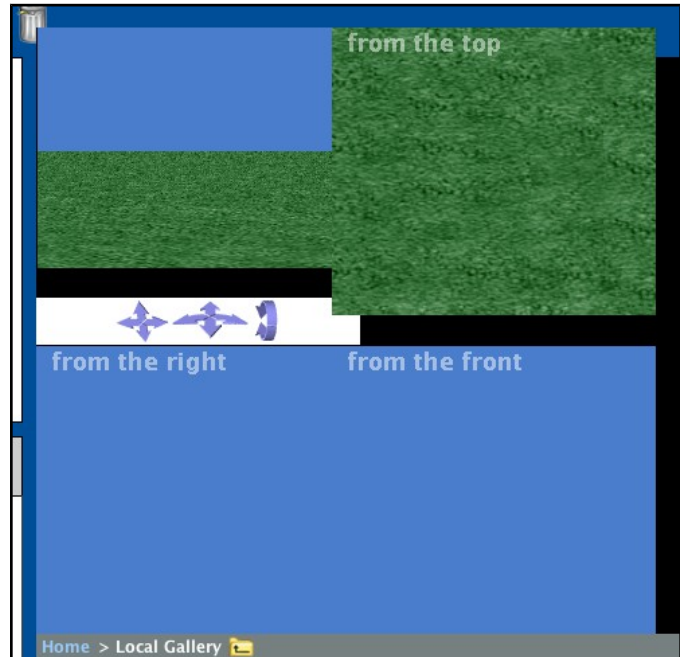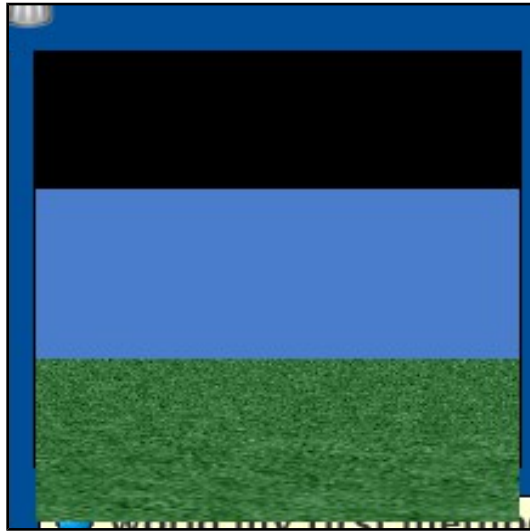
Comments:
Use GLJPanel instead of GLCanvas.
edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer.OnscreenRenderTarget.java line 31

Title: Update JOGL.
Report No: 2.5.3 - 2
Status: Resolved
Resolved Date: Nov 29, 2017

Related Report:
None.

Description:
Updating JOGL to avoid using mix classes and constants.

Comments:
Changing GLProfile to use GL2.
edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer.OnscreenRenderTarget.java line 56

Changed all classes and constants to use GL2.
Multiple locations in edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer package.

Title: Dual monitor bug.
Report No: 2.5.3 - 3
Status: Resolved
Resolved Date: Nov 29, 2017

Related Report:
None.

Description:

```
Exception in thread "AWT-EventQueue-0" java.lang.IllegalArgumentException: adding a container to a container on a different GraphicsDevice
        at java.awt.Component.checkGD(Component.java:1182)
        at java.awt.Container.checkGD(Container.java:1165)
        at java.awt.Container.checkGD(Container.java:1165)
        at java.awt.Container.checkGD(Container.java:1165)
        at java.awt.Container.checkGD(Container.java:1165)
        at java.awt.Container.checkGD(Container.java:1165)
        at java.awt.Container.addImpl(Container.java:1086)
        at java.awt.Container.add(Container.java:966)
        at edu.cmu.cs.stage3.swing.DialogManager.showDialog(DialogManager.java:89)
        at edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.play(AuthoringTool.java:5504)
```

Alice throws an exception if user clicks the Play button when the Play window was previously closed in the secondary monitor.

Comments:
Updating Java to version 1.8.0_152 solved this issue.

Title: NullPointer when mouse click in black area around render canvas.
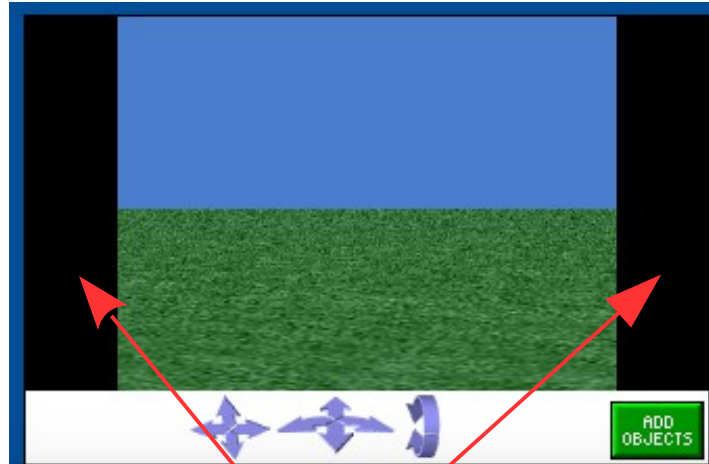**Report No:** 2.5.3 - 4
Status: Resolved
Resolved Date: Nov 29, 2017

Related Report:
None.

Description:
JOGL throws NullPointerException if user clicks on the black area outside the render canvas.


```
Exception in thread "AWT-EventQueue-0" com.jogamp.opengl.GLException: Caught NullPointerException: null on thread AWT-EventQueue-0
        at com.jogamp.opengl.GLException.newGLException(GLException.java:76)
        at jogamp.opengl.GLDrawableHelper.invokeGLImpl(GLDrawableHelper.java:1327)
        at jogamp.opengl.GLDrawableHelper.invokeGL(GLDrawableHelper.java:1147)
        at com.jogamp.opengl.awt.GLCanvas$12.run(GLCanvas.java:1438)
        at com.jogamp.opengl.Threading.invoke(Threading.java:223)
        at com.jogamp.opengl.awt.GLCanvas.display(GLCanvas.java:505)
        at edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer.PickContext.pick(PickContext.java:62)
```

This only happens before user clicks on anything inside the render canvas.

Comments:
edu.cmu.cs.stage.alice.scenegraph.renderer.joglrenderer.PickContext.java line 60
Added try/catch block to catch the exception.

Title: Floating scene in tutorial.
Report No: 2.5.3 - 5
Status: Resolved
Resolved Date: Dec 5, 2017
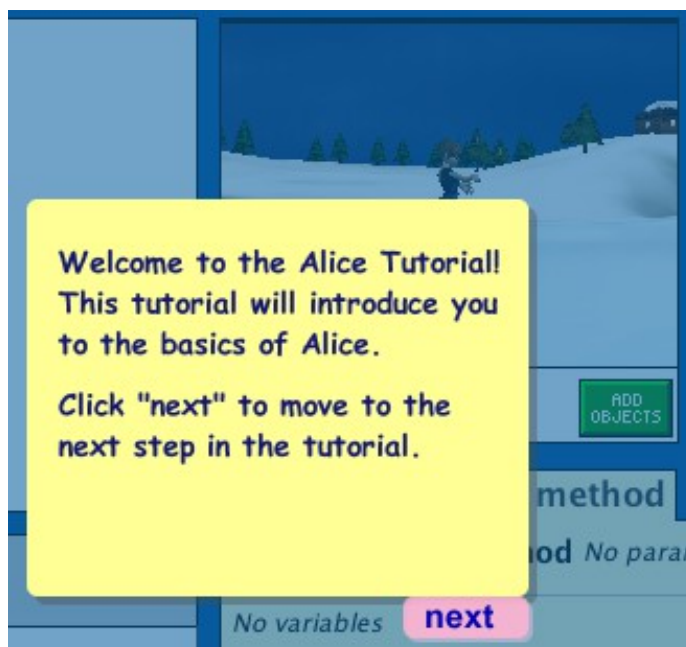
Related Report:
None.

Description:
The scene canvas floats above the tutorial notes.

Comments:
Use GLJPanel instead of GLCanvas.
edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer.OnscreenRenderTarget.java line 31

Title: Mouse Click on MAC retina display.
Report No: 2.5.3 - 6
Status: Resolved
Resolved Date: Dec 11, 2017

Related Report:
None.

Description:
Cannot click/select objects in Scene and Play window. Mouse to screen mapping is incorrect, seem to have an offset.

Comments:
Disable HiDPI feature.
edu.cmu.cs.stage3.alice.scenegraph.renderer.joglrenderer.OnscreenRenderTarget.java line 70

```
m_glCanvas.setSurfaceScale (new float[] { ScalableSurface.IDENTITY_PIXELSCALE,
ScalableSurface.IDENTITY_PIXELSCALE } );
```

Title: Scene editor add object no bounding box
Report No: 2.5.4 - 1
Status: Resolved
Resolved Date: Dec 30, 2017

Related Report:
None.

Description:
When running Alice in another language besides English, dragging objects into the scene will not show the bounding box. Alice will also place the object in the middle of the scene.

Comments:
edu.cmu.cs.stage.alice.authoringtool.editors.sceneeditor.CameraViewPanel.java line 1224
Alice check if world has a "ground" before showing the bounding box. unfortunatelly, Alice compares the string "ground", so only the English version will return true as "ground" has a different translation in other languages.
Added the "ground" key and translation into the language properties file to fix this issue.

Title: White box appearing when dragging objects into the scene
Report No: 2.5.4 - 2
**Status:**
Resolved Date:

Related Report:
None.

Description:
A white box that is suppose to be showing the thumbnail of the object that is being drag from the gallery is not working. Currently it is only showing the white box without the thumbnail.
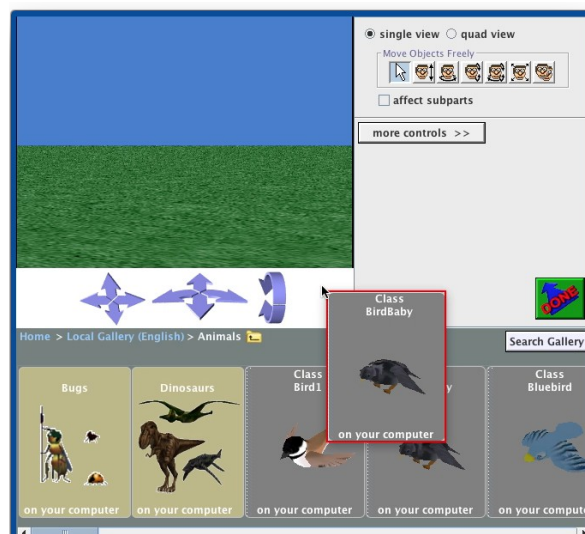This feature can also be disabled in the preferences menu, under the seldom used tab, "pick up tiles while dragging and dropping".
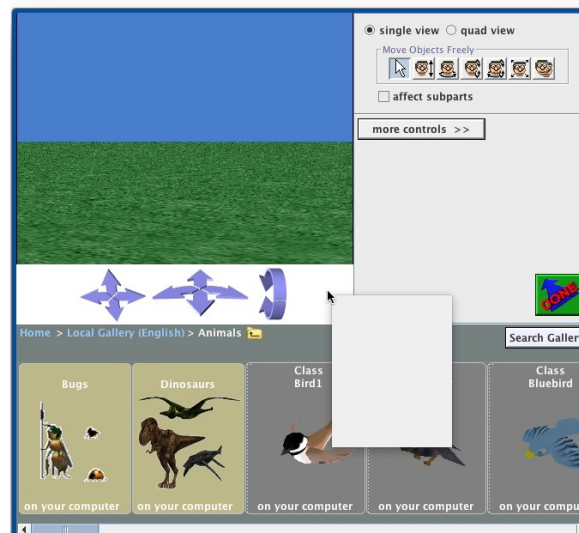
Comments:
edu.cmu.cs.stage3.alice.authoringtool.util.DragWindow.java line 32
Changed awt.window to swing.Jwindow, so it will call paint and draw the image.

Title: Thumbnail appearing at top left corner when dragging objects from gallery.
Report No: 2.5.4 - 3
Status:
Resolved Date:

Related Report:
2.5.4 - 2

Description:
This is a Linux only bug, where the thumbnail box appears at top left corner rather than next to the mouse cursor when dragging a model from the gallery to the Scene.

Comments:
edu.cmu.cs.stage3.alice.authoringtool.AuthoringTool.java line 799
Added an event listener for Mac and Linux to listen for key, mouse and mouse motion events.

Function tab shows "function" instead of "functions"
"Worlds details" instead of "World's details"

Title: Font size not consistent.
Report No: 2.5 - ??
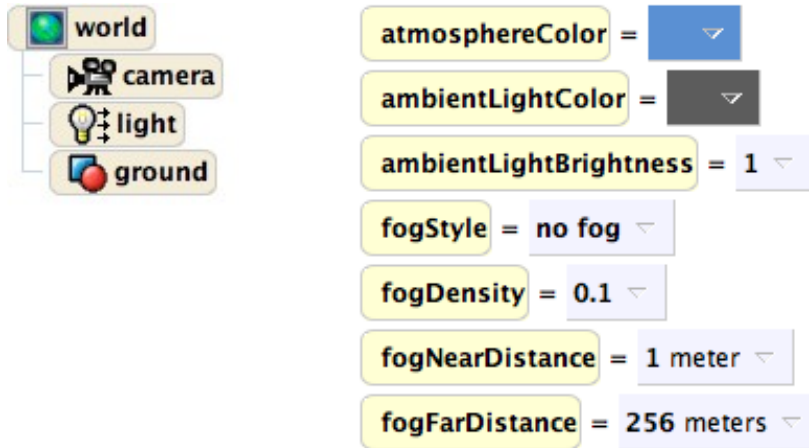**Status:** <mark>Partially resolved</mark>
Resolved Date:

Related Report:
None.

Description:
The font size in the Tree section is not the same as the others. The Title text for the Sounds and TextureMaps in the details panel is also not resizing accordingly.

Comments:
propertyViewController in edu.cmu.cs.stage3.alice.authoringtool.viewcontroller.PropertyGUI.java line 44
Height = 23.

Title: Memory Leak Issue
Report No: 2.5 - ??
Status: <mark>Partially Resolved</mark>
Resolved Date:

Related Report:
None.

Description:
Old worlds are not removed when Alice loads a new world. Memory are taken up my the multiple instances of Vertex3d for the vertices of models in the Alice world.

Comments:
Need to remove all 3 references to Vertex3d. m_arrayValueIfNull, m_value of VertexArrayProperty and m_vertices of IndexedTriangleArray.

Created the cleanup() and remove() method in
        edu.cmu.cs.stage.alice.authoringtool.AuthoringTool.java line 2030
to call removeVertices() when loading new world.

Created the removeVertices() method in
        edu.cmu.cs.stage.alice.core.geometry.IndexedTriangleArray.java line 49
removes all references to Vertex3d.

```
public void removeVertices(){
        vertices.clearValue();                          // clear m_arrayValueIfNull & m_value from VertexArrayProperty
        getSceneGraphIndexedTriangleArray().clearVertices();        // clear m_vertices from IndexedTriangleArray
        getSceneGraphIndexedTriangleArray().setIndices( null );
}
```

Title: Migrate source code to GitHub
Report No: 2.5 - ??
Status:
Resolved Date:

Related Report:
None.

Description:

Comments:
Migrate source code to GitHub
Download GitHub for Eclipse from https://eclipse.github.io/
To install via one of the update site URLs listed below, copy and paste it into the "Help > Install new software" dialog.

- Main Update Site: http://download.eclipse.org/egit/updates

Title: Alice Web Player
Report No: 2.5 - ??
Status: <mark>Closed – Will not fix</mark>
Resolved Date:
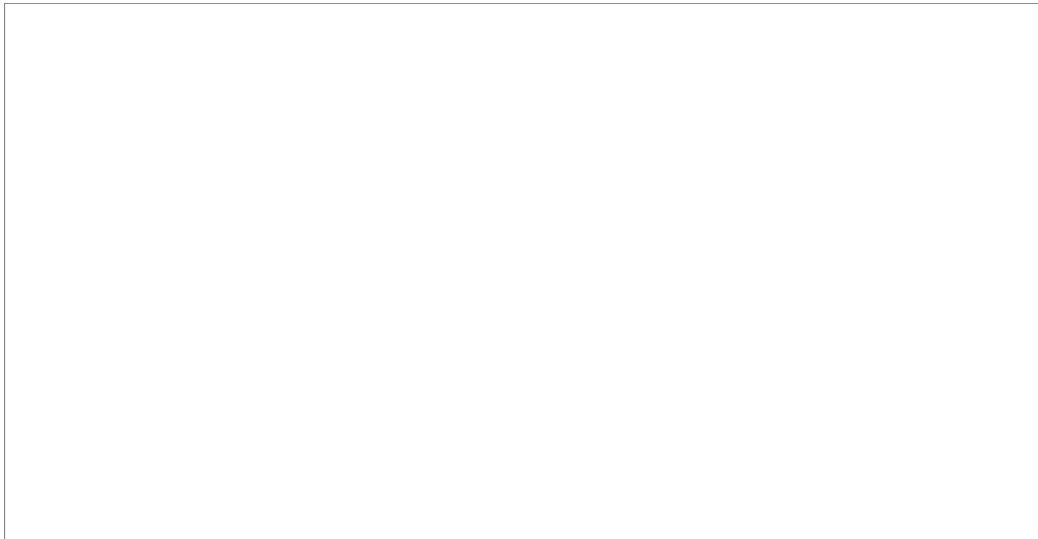
Related Report:
None.

Description: To Allow users to open and run Alice world from a web browser.

Comments:
1. Unsigned applet will cause Java to throw a java.lang.reflect.InvocationTargetException Error.

Creating Signed file
Creating certificate: keytool -genkey -alias TestApplet -validity 365

Signing jar file: jarsigner TestApplet.jar TestApplet

2. Application Blocked.

Sound error
Unable to handle format: LINEAR, 44100.0 Hz, 16-bit, Stereo, LittleEndian, Signed, 176400.0 frame rate, FrameSize=32 bits
Failed to prefetch: com.sun.media.PlaybackEngine@44b16a
Error: Unable to prefetch com.sun.media.PlaybackEngine@44b16a

Undo – Redo bug
Some action requires multiple undoes. This is because the action performs multiple steps and the "undo button" only undo 1 step at a time.

Array visualization bug
Many problems with Array visualization; Cannot resize, or the placements of the models will be wrong, Undoing and action requires multiple tries, ...