# Scaffold v0.2020.1130-alpha.preview.1.3c

## Alpha Testing and Technology Preview Release 1.3c

### Background

This revision concludes the **Chatbot Interface** sprint of November 2020, the major focus of which was to improve operations of the decision tree editor and to allow interaction between the Scaffold application and cloud-based chat service hosted on another framework. During this effort, Slack was selected as the target remote service since they advertise some level of compatibility with automated chat services.

Local chatbot emulation has also been improved and is available in the **Tools / Chatbot Emulator** menu option.

### Bugs Fixed

The following bugs have been fixed.

* **ADO1919 - Chatbot Emulator - Flow Stopped When Blank Resource Is Encountered**. <https://github.com/AscendantDesign/Scaffold/issues/20>. While using the chatbot emulator, the current card would load but no choices would be available if any of the media references on that card happened to point to blank resources. The new behavior is to treat blank and null resources as resources not present. In the current version, no error will be displayed if there is a missing resource, but the workflow will continue to progress as expected.
* **ADO1917 - Chatbot Emulator - Links Don't Work**. <https://github.com/AscendantDesign/Scaffold/issues/18>. Links were not operational anywhere due to an issue that had been introduced while migrating node functions into their own class library.

### Feature Tasks Completed

The following tasks were completed during the **Chatbot Interface** sprint.

* **ADO1914 - Chatbot - Remove Published Course**. A previously published course can now be removed from the slack server using the menu option **File / Unpublish / Slack Chatbot Conversation**.
* **ADO1918 - Chatbot Emulator - Start From Specified Node**. The user can now start the chatbot emulator from the selected node or from the beginning.
* **ADO1916 - Infrastructure - Hide Slack Token On Server**. To keep the Slack tokens as secure as possible, they are not shared directly in the project. Instead, they are now loaded from a local-only file named **slackserverkeys.user.json**. Each developer must maintain his or her own server token library when publishing his or her own server. Courses published to the official Scaffold repository don't need to take any notice of this condition.
* **ADO1906 - Node Editor - Add Thumbnails To Socket Media**. <https://github.com/AscendantDesign/Scaffold/issues/1>. Each socket with media attached will now display a small thumbnail of the highest priority type of asset available.
* **ADO1915 - Node Editor - Allow [Esc] To Cancel Current Drag Operation**. [Esc] press while dragging objects now results in cancellation of the drag action.
* **ADO1910 - Node Editor - Option To Carry Output Socket Media To Connected Response**. <https://github.com/AscendantDesign/Scaffold/issues/10>. If no media has been defined on a node's response socket and the corresponding answer socket of the previous node has an applicable asset, the asset found in the previous node's connected answer socket is used.
* **ADO1908 - Resource Gallery - Allow Gallery Dialog To Load And Delete File-Level Resources**. <https://github.com/AscendantDesign/Scaffold/issues/2>. You can now add and remove files directly from the resource gallery dialog.
* **ADO1921 - Resource Gallery - Provide Feedback On Audio And Link Icons**. Audio and link icons now have filename and URI information displayed, respectively.
* **ADO1920 - User Interface - Add Search Tool To Allow Search For Any Element Kind Or Text In File**. A primitive find dialog has been added that allows searching for any type of media attachments, with and without filenames, and any kind of search text.
* **ADO1922 - User Interface - Scroll Into View**. A newly loaded file is now scrolled into view immediately after loading, and the user can manually scroll the layout into view.