## FIXME’s by Bryce Summers , Summers CAMP program.

## FIXME :

Non-interactive labels should not revert to NON BRYCE TEX when the user hovers over them.

Do not allow the user to type / characters in the file box.

Replace all images in this document once the undo button bug is fixed and FIX the UNDO BUG!

Obj\_Unions do not redraw correctly. The file chooser does not redraw correctly under directory changing. The operator window still does not behave perfectly.

There are still some bugs with redrawing the screen while scrolling.

~~I would be nice to implement equations.~~ They should now be tested.

Very fast images sometimes will not render the Ant aliased image.

Appearing and disappearing labels are annoying.

It takes 2 steps to update a gui\_list’s object list, so it fails to redraw the new objects when they actually come in.

I should probably rewrite gui\_list to make it work better.

The Scrollbar should not move when disabled. Even with Middle mouse buttons.

Create a new data structure that contains a small number input box and two arrows that can be clicked to increase and decrease the value stored therein.

Add row and column deletion buttons in the matrix creation screen.

Scalar + scalar does throws an error!!!

Sometimes the elements in a vector in the evaluation bar do not shift back properly, I should probably shore up the evaluation bar.

The cursor in the input boxes has numerous bugs!!!!!!

Add helpful operation buttons, such as invert and solve matrix!

Cursor does not disappear after saving and pressing the enter key. Perhaps when objects are made invisible, they should handle their cursors.

Implement PDF saving!!!!

Program crashes when a vector is multiplied by -1. <vector> \* -1 scalar. Scalar times vector works correctly.

~~Major problems with the Bezier derivation row reductions. Possibly an error with the multiplication of equations, Fancy variables, etc.~~

I need to thoroughly test by Equations class!!!!!!

It would be nice to have an export to PDF feature.

Add an equals operator to the list of expressions.

The mouse should change to the Text “I” when it hovers above a text box.

// This has good instructions.

<http://www.math.ku.edu/~porter/Matrices.pdf>

It would be nice to use the cornsweet illusion to differentiate component boundaries.

It would be nice if I could import vectors from the main screen to the matrix creation screene when augmenting a matrix.

I should allow comments to be swapped and reordered.

I am thinking that I should do away with the visual expression examples. They clutter the screen and probably have very little value.

See if there is really any reason to use the key logging capabilities that I spent so much time on.