

Release Notes - OpenSHAPA: 0.2 Alpha

62: Database - Refactor ...AreLogicallyEqual methods to be .equal methods, and associated hash codes

Performed under the hood refactoring to improve code performance and parallel java coding paradigms.

102: Scripting - implement jruby so that users can write scripts to manipulate openSHAPA databases.

Added the foundations of a scripting engine to OpenSHAPA. The scripting engine is powered by the ruby scripting language, for further information on the structure of this language see: <http://www.ruby-lang.org/en/>

129: Scripting - canned script to show how to import data.

Created an example showing how to import data from text files (CSV) using a ruby script.

148: Scripting doesn't display meaningful syntax errors.

When running a script; a console window is now displayed that contains all output from a script (i.e. stuff like puts), this console window also displays improved error recovery for when a user attempts to use a malformed script.

140: Sample rb script does not import cells of text data

Tweaked the sample script so that cell data is correctly pulled in on the mac.

111: Spreadsheet, new variable, list variables all not displaying on the mac.

When attempting to display the spreadsheet, new variable or list variables dialogs; They now correctly appear in java1.5 on mac OSX 10.4.

127: Spreadsheet - Mouse wheel to scroll through the spreadsheet.

When navigating the spreadsheet; users are able to use a mouse wheel to scroll up and down the spreadsheet.

64: Quicktime Controller - Discrepancy between controller and created cell time.

When creating cells using the quicktime video viewer; the timestamp created for the onset now has the correct value.

70: Empty spreadsheet columns must display width correctly

When displaying a spreadsheet containing empty columns; the empty columns are correctly padded so that all cells are correctly aligned.

55: Spreadsheet - Implement column selection.

Users are now able to select and highlight spreadsheet columns.

Produced by [FogBugz](#)