Elder Scrolls Explorer

# TODO:

#### HunterSneaker

1. In order to make a good tight huntersneaker, I need to cut my esm file down as well.
2. Got my esm and 2 bsas ready to roll

#### Physics

1. Need to make kcc unable to walk up steep slopes
2. Physics catches on things all the time morrowind, possibly between the grids, nothing shows in the J debug
3. Also sometimes physic races away in a direction now, but it never used to before KCC update
4. Make the J-debug window close
5. Make debug window move with cell change
6. I have a gimbal lock flick 0,0,0,1 issue again (this might be navigation not physics)
7. The physics synchronized calls now make the KCC pause on load of new land!

#### Rendering

1. TES3: parts out of place, nif display xbabelfish head is forward?
2. I should improve nif display etc to take a source folder so it can be run on other computers in needed also the bsa extracted folder combo should be thought about
3. I should fork java3d commit my updates and offer hharrision a pull request
4. Load shaders now they can be decompiled to glsl, but they are hard to find, so I need to work out the defaults somehow (esm file perhaps for oblivion has heaps of them)
5. Actors should honour the actor distance slider not items, note tes3 in particular
6. Water not overriding colors for skyrim and fallout
7. Could water use the 0th row as the last row for vertex shaking to make perfect match ups? In the water.vert shader try to find a deterministic shader (current one looks deterministic to me but)
8. TES3: actor fade no working, so too many monsters slow it down
9. JInternalFrames for DisplayDialog to allow them to show on a full screen without jumping back or being lost on mac. The escape button exit should be on screen hud not popup because fullscreen and it don’t play nice
10. When a card gives back 16bit depth buffer (ever?) must reduce front and back clip
11. Distant textures appear to have black back in them again? In particular Fallout, notice yellow lines on road badly minify, and distant windmill by megaton front. Dds viewer does not show, must be appearance prob? But nifskope does show it too a bit
12. The gross lods are lit up more than the close ones? Check material light values for land and lods
13. LANDFar should be used by tes3 lod system as a lod builder with reduce of 4, in fact the far system should probably use distance vs size to determine what’s loaded too perhaps
14. Varying lod fader needs knots/frames system because close things don’t need check often either, in fact lod fader is a fixed 5 frames so not easy to correct
15. Interesting code <http://docs.oracle.com/javase/tutorial/extra/fullscreen/example.html>
16. Oriented shape has a constant scale mode that would be cool for mark-up text surely?
17. Tes3ModelSizes for far loading radius should be configurable from the render setting panel

#### Animation

1. Tes3: my animations appear to be missing the base level rotation, knock out’s (e.g.) don’t get people onto the ground properly
2. Animations on crea and npc don’t update in TES3 same one the whole time
3. TES3 geomorphs no go
4. TES3 head of babel fish no appear
5. TES3: BSparticle system not working
6. TES5: animation still have accum bugs
7. Get bum bones fail too in a different bug (tight shoulder thing). This skin failure is also shown in the skyrim horse back legs and spider daedra mouth reversal (different from bone animation problem but)

#### Performance

1. I should use Stack alloc in any performant areas?? How would I know there is an object burn issue? How would I test speed improvement?
2. I have a bunch of setting on command line, and in LAND and GeometryTriShapes statics that need playing with and understanding
3. The grid loading is unloading and loading at the same line on the grid so crossing and recrossing a line is a jittery experience, I should either unload further away or forcibly wait some time before unloading a just loaded grid or something. I should compare the time to load a grid and the jitter from attaching and the memory use perhaps I should keep lots of loaded unattached grids with no problem? Maybe a whole extra sep outward
4. Is there any gain to be had by extracting bsa file so decompress is not required?

#### User Interface

1. If no folders set the help pops up, but the modal file setting dialog pops up on top of it, a bit crappy
2. I should move the “Info” crap from upper left to a proper nice looking bar at the top (or bottom)
3. Definitely write more in the user guide

#### Config

1. I need proper version numbers, I should version my jar, then I can use “current jar name” in all the boot strap stuff, I can then parse it and pull the right zip file down (assuming correct naming). This will also allow upgrade to not be a != but a >
2. Need to remove all prefs usage for PropertyLoader, like Dune
3. The config loader, properties loader and prefs loader system should be bought together into a mega loader, with order of load, and command line loader

#### Sound

1. Sounds in fallout produce errors, J3dSOUN and nifcharacter

#### Input/Output

1. I should change ftp across to org.apache.commons.net.ftp.FTPClient
2. http://commons.apache.org/proper/commons-net/
3. Ftp download appears to lock up after a successful download sometimes
4. ftp = new FTPClient(FTP\_HOST\_NAME); definitely locks up! I can still make ftped files overlarge by pressing cancel somehow. dud file downloads cause havoc all round, must try more cancel resume to see if it can be sorted out

# Other Notes

## Rift:

1. <https://github.com/38leinaD/JRift>
2. NEW VERSION lots of rework required

## Mac use:

1. I found how to force antialiasing on screen: quite strangely you have to set *j3d.implicitAntialiasing* property to true.   
   I don't fully understand why this property has to be set if you already called GraphicsConfigTemplate3D.setSceneAntialiasing(GraphicsConfigTemplate3D.PREFERRED); but it works on my computer. Miserably it has no effect for offscreen rendering.
2. <https://developer.apple.com/library/mac/qa/qa1170/_index.html>

ftp login

gamemedia:vivec

## BSA files

BSA should be all together and set to low compression

## I need to:

Connect sourceforge to github

Write a note on what each jar file does why it’s there

In the note find a link to the original jar file or web site if possible

Make up a list of attributions to people, and try to find licensing

Do I care about licensing in my java files? Or is that boring

# Launcher:

Also launcher and setting go hand in hand, launcher sets setting before launch, note that setting and the menu screen esc are related, and Mac requires a menu screen with exit in the Pane3D world as it won’t switch resolution

I had more ideas, if we eschew the launcher parsing bat file, we still need a way to get reliable console output on screen, possibly the launcher could have a tick box to stay resident and show console outs on a scrollable panel in a second tab? Then all output can go to a single log file nicely unless you are debugging proper.

Launcher could then include a url to get latest from and unzip over the current jar, this probably means moving the launcher into a separate jar file to not over ride itself.

So how does the launcher get updated then? I really want the launcher to get the new files down unzip everything and then somehow rename the jar and relaunch itself?

A launcher in tools for general command line script and launcher in tools3d to adf display dialog, which needs to flip over to jpanel version too, then tools3d can include jogl version option, which probably drops the bat file parse option, but given noddraw etc. that’s probably fine. If launcher cant launch put debug launcher bat file

Launcher should hand –logout to app then app knows to send all sops out to a particular file, that way boot strap can exit and doesn’t hang around.

Tools3d launcher can extends tools launch and include standard lib file of java3d and jogl and ddraw=no etc. then app can send through its own lib path files and options, each app will still have a bootstrap class invoked form the meta info but it will be cut down, but the start server code can still be invoked from it.

The boot strap then calls the launcher which then calls the main app. So launcher is the main of the main app, but then calls a separate thread???

So is bootstrap and launcher the exact something?

I have 3 types of launch

Development:

No updater required, no bootstrap required, but display resolution including full screen and antialiasing I also want to be able to optionally go jogl2 but I have no class path without boot strap, though all jars is in fact fine isn’t it?

I also possibly just want setting to go so the display stuff could be property loader - ed and recalled for straight boot up, however what’s happened on a setting change? Restart is classic

Boot strap:

Jar file only, must spawn process, want to end this process, so best to hand a log file across and get the main to pump out to log.

Display selection does not require anything but core java, so bootstrap can use it too

However boot strap needs to be a separate jar form the main which means that the selections form boot strap need to go across to the main app, but that’s just the config ini file anyway.

Boot strap also wants to update the game from a url, unzip including replace the main jar, hence it’s on a separate jar.

Command Line:

Finally I need command line gear so I can test stuff, but that’s just dev anyway.

For mac shells

http://mathiasbynens.be/notes/shell-script-mac-apps