

From chip Thu Jul 2 10:08:37 1987
Received: by moth; 02 JUL 87 10:08:37 PDT
From: chip (Chip Morningstar -- "Software Without Moving Parts")
To: aric, chip, farmer, nancy, quantum, sda
Subject: Summary report 7/2
Status: R

Here is the task summary for Thursday, July 2.

Format: Left-hand column is priority/release requirement ('A' = alpha, 'B' = beta, 'R' = release, '+' = strictly wishlist item). Next column to the right is status: 'D' = done, 'T' = testing, 'W' = working on it, ' ' = pending, 'I' = just an idea right now, 'N' = we decided not to do it at all. Next comes the initials of the people responsible for the item, then the item tag number, and finally the item itself.

Currently active official task list items:

3R W c #x3 implement Ghu (#54)

General items on internal list:

3B ? #x9 Publish first Rant, and populate newstands
3R r #x15 Check prices in all vendos
3B r #x18 make clone recurse
3R r #x19 spray cans run out (host destroys) after n uses
4+ ? #x22 camera object
4R a #x23 customizer: 4-5 selections of heads -- host chooses vector to send
4+ j #x24 change host flag for ghost (Y hi-bit) so avatars' XY pos are kept
4+ T r #x25 Give objects the power to PROMPT user ('What is the secret word?')
4+ r a #x26 magic GO
4R r c g #x27 book binder machine
4R r c g #x28 xerox machine
4+ r #x29 make host send avatars word balloon color in customizer byte
3R j #x30 Batch process: Close all unlocked doors
3B j #x31 Batch process: Remove curses, immunities

test items prior to 5/1:

4B W r #x43 Screen Flash
4+ r #x52 Make clicking cursor also face front & back.
2B W j c #115 make ESP send fail message, echo talk in response

test items prior to 6/1:

3B r a #177 Install remaining Capture-The-Flag fields (if the game works)
3R a c #186 Wand of teleport does not work on heads
3R a c #187 Wand of style change does not work on others.

1A W r c j #205 diagnose flakey C64 problems

test items as of 7/2:

2B W c r #206 Guns don't work on avatars heads
2B D c #207 Guns don't work on avatars if they ghost/leave region
2B c j #208 If region transition fails, light level and 'on-hold' bit wrong
1B j #209 Regionproc crash (null pointer)
2B j #210 Avatar in two regions at the same time
1B r c j #211 Communications hang. Seems to be related to boxes/bags
1A D j #212 Vendos/Atms/Token merge/PaperPad all broken
2B c r #213 dv hung when PUT down a head when someone else had grabbed it.
1B W c a #214 Auto-teleport (escape device) causes crash in asynch case.
1A D j #215 two people open a box at the same time
2A D j #216 book/plaque changed so that it gets last-page-number from text db.
1B W r #217 Bahia got an 'impossible' heap overrun. (new diagnostic: FE#9)

2B c r #218 Head Grstate in containers not set right (check host head-get)
2B r #219 Grab from left hand side sometimes doesn't work.
2B r j #220 Return to people connection failed?
2B r #221 lock cursor movement when button pressed
2R c #222 light help should tell light switch state