

From chip Thu Apr 30 17:30:41 1987
Received: by moth; 30 APR 87 17:30:41 PDT
From: chip (Chip Morningstar -- "Software Without Moving Parts")
To: aric, chip, farmer, nancy, sda
Subject: summary report, 4/30
Status: R

Here is the task summary for Thursday, April 30.

Format: Left-hand column is priority/release requirement ('A' = alpha, 'B' = beta, 'R' = release, '-' = usable as done, '+' = 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. 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:

2A T j c #x1 make book help give title (#77)
2B j #x2 create program to generate book of records (#21a)
3R W c #x3 implement Ghu (#54)

General items on internal list:

2B j #x7 max occupants for region
2B T r #x8 multi-object FIDDLE
2B ? #x9 Publish first Rant, and populate newstands
3B c #x14 describe graphics chars in manual
3R r #x15 Check prices in all vendos
3- T r #x16 add more fortunes to fortune machine
3R T r c #x17 ghost/avatar only door restrictions
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+ 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
?R ? #x30 Batch process: Close all unlocked doors
?B ? #x31 Batch process: Remove curses, immunities
?+ I ? #x32 Turn to fly on teleport
?+ I ? #x33 teleport to Auditorium, and you arrive as a ghost (for meetings)
?+ I ? #x34 traps that spring monsters
?+ I ? #x35 wands that identify everyone in the room

Playtest 4.7 problems 4/15:

1A T r #x36 Janet got hung
1A T r j c #x37 People having problems with login

playtest 4.7 problems 4/16:

3R r #x39 Get pointed info BEFORE throttle wait
4+ c #x40 You can enter a region thru a closed door
4+ T c j #x41 Doors should know which region you came from
4B r #x43 Screen Flash

playtest 4.7/4.8 problems 4/20:

2B r #x46 what if an avatar dies while waiting for a reply?
2B r #x47 Capture The Flag Entry: Frame-Rate sucks & needs T intersect
3- r #x50 Teleport Put chore CBB

4+ r #x52 Make clicking cursor also face front & back.
4+ r #x53 Map shift-0 into ')' for touch typists

playtest 4/14 & 4/15 problems (from Quantum):

(populop map should NOT be on plaque)

2B T c #12 Multi-door entry does not place you in front of correct door

2B T a #28 Make reset use Multi-object fiddle.

Evidence of memory damage (source unknown):

1B r #14 Damaged road graphic.

ARF bugs to 4/23

1B T j #100 Balloons limited to one packet, break up longer (HOST)

4+ r #101 Better SFX timing (lowest prio, not likely to happen)

3B r #104 If you swap disks early on return to PC, recover.

3B r #105 Better error recovery for disk routines.

3B r #106 bottom of screen interrupt tears after text mode.

1R j #108 Charlie almost 'timed-out' while in text mode (HOST) (turn off the
'inactivity timer')

1B r #113 C64 protocol dropping packets on rare occasion

2B T a #114 Is RESET games sending unneeded messages? [this repeats item #28]

3B j c #115 Should ESP send fail message?

Evidence of memory damage (source unknown):

1B r #111 Pocket graphics degenerated, eventually hung

ARF bugs to 4/27: (version 4.9)

3B a #117 Region:9171 Have arrow/sign point the way out

?+ I a c r #118 Immobile magic that would require key to operate

2A T r #120 Book interface not working right on Populop map

2B r #122 for 'DO's that include GO (door/vendo/hole) face_cursor on arrival

1B r #124 Janet had a strange head graphic in her pocket

1A T j #125 Fix for overly long text packets

2B T a #126 When Janet entered backgammon, all the dice were 'spinning'

2B T r #127 host Recieved CRC errors during init, but recovered. [Dup #x37]

ARF bugs 4/28:

3- I r #129 book interface:BACK beep on page 0, Limit cursor to bottom line?

2A W c j #138 De-ghosting, ghosting is not handling flashlights correctly

ARF bugs 4/29:

?? ? #153 insufficient information, Janet will get back to me

3B T c #154 newstand sign help message wrong "How did you do that?"

2B r #155 took cathy 30 secs to appear in a region with 3 avatars.

#158 Cathy had lockup after 'f7' news sign. [awaiting tape]

#159 Repeat delete not working (user error?) [awaiting tape]

#160 Janet took a long time to appear Dup #155...Tune Throttle back up!

#161 It took a long time to load region [bandwidth reduction will reduce]

2B r #163 Cathy and bahia had problems opening a box in Machutas[await tape]

1A r j #165 Flashing go trying to enter Bobs Bank (aric & janet)

2A r j #167 Janet had problems picking up martini glass after purchasing.

4R r #168 ']' and '[' are mapped to '(' and ')'.
'

3B r a #170 Flowerbox outside tivolli's flickers.

1A T r #171 opening large box kills others in region

2B r #172 paper REPLY: put cursor on 2nd line