Node Platform 0.0.1a Developer Manual (#)

1. LICENSE  
   You CAN NOT USE THIS SOFTWARE in any purpose!   
   Plz wait untill I release this.
2. Project Description

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | 0.0.1a | **Build#** | 8392 |
| **Version**  **Name** | It’ve borned from the dust | | |
| **Commentary** | world begins. | | |
| **Release**  **Date** | 2015-04-24 | | |
| **Revision**  **Number** | 14 | | |
| **Main**  **Developer** | Kniz | | |
| **Release**  **Type** | Sources with zip file | | |
| **Public** | Private only | | |
| **Component List** | |  |  |  |  | | --- | --- | --- | --- | | **Executable** | | | | | NEFileSystem.dll | 0.0.1a | | Build# 691 | | NEFileAccess.dll | 0.0.1a | | Build# 421 | | Kernal.dll | 0.0.1a | | Build# 2739 | | **Editable** | | | | | Editor.dll | 0.0.1a | | Build# 654 | | **MDK(Module Development Kit)** | | | | | MDK Project Template | 0.0.1a | | | | **External Modules** | | | | | StandardKernalManagerPackage.dll | 0.0.1a | Build# 303 | | | StandardEditorManagerPackage.dll | 0.0.1a | Build# 373 | | | StandardModules.dll | 0.0.1a | Build# 30 | | | WindowModules | 0.0.1a | Build# 103 | | | ListModules | 0.0.1a | Build# 60 | | | ButtonPackage | 0.0.1a | Build# 83 | | | MessagePackage | 0.0.1a | Build# 130 | | | DX9Graphics | 0.0.1a | Build# 1072 | | | **Console User Interface** | | | | | Cooee.exe | 0.0.1a | Build# 1051 | | | LazyGenius | 0.0.1a | Build# 233 | | | CooeeHandler.dll | 0.0.1a | Build# 173 | | | **Graphics User Interface** | | | | | MetaWorld | 0.0.1a | Build# | | | **Etcetra** | | | | | CoreTest | 0.0.1a | Build# 276 | |   Keep in mind these, plz.   * Build# laid on top of this description was calculated by adding all Build#s listed above. * Basically External modules aren’t part of kernel. but it has been embeded in because of managing.  they will be splited out to independent project someday. * ManagerPackages are part of kernel package, even though they are externel modules. because they have to be needed. * cf. red dipicked ones are genuine kernel package members. | | |

1. Histories

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | 0.0.1a | **Build#** | 7001 |
| **Version**  **Name** | It’ve borned from the dust | | |
| **Commentary** | world begins. | | |
| **Release**  **Date** | 2015-03-29[[1]](#footnote-1) | | |
| **Revision**  **Number** | 13 | | |
| **Main**  **Developer** | Kniz | | |
| **Release**  **Type** | Sources with zip file | | |
| **Public** | Private only | | |
| **Component List** | |  |  |  |  | | --- | --- | --- | --- | | **Executable** | | | | | NEFileSystem.dll | 0.0.1a | | Build# 690 | | NEFileAccess.dll | 0.0.1a | | Build# 417 | | Kernal.dll | 0.0.1a | | Build# 2735 | | **Editable** | | | | | Editor.dll | 0.0.1a | | Build# 650 | | **MDK(Module Development Kit)** | | | | | MDK Project Template | 0.0.1a | | | | **External Modules** | | | | | StandardKernalManagerPackage.dll | 0.0.1a | Build# 299 | | | StandardEditorManagerPackage.dll | 0.0.1a | Build# 368 | | | StandardModules.dll | 0.0.1a | Build# 140 | | | WindowModules | 0.0.1a | Build# 100 | | | ListModules | 0.0.1a | Build# 60 | | | ButtonPackage | 0.0.1a | Build# 80 | | | MessagePackage | 0.0.1a | Build# 127 | | | DX9Graphics | 0.0.1a | Build# 1069 | | | **Console User Interface** | | | | | Cooee.exe | 0.0.1a | Build# 1036 | | | LazyGenius | 0.0.1a | Build# 226 | | | CooeeHandler.dll | 0.0.1a | Build# 169 | | | **Graphics User Interface** | | | | | MetaWorld | 0.0.1a | Build# | | | **Etcetra** | | | | | CoreTest | 0.0.1a | Build# 271 | |   Keep in mind these, plz.   * Build# laid on top of this description was calculated by adding all Build#s listed above. * Basically External modules aren’t part of kernel. but it has been embeded in because of managing.  they will be splited out to independent project someday. * ManagerPackages are part of kernel package, even though they are externel modules. because they have to be needed. * cf. red dipicked ones are genuine kernel package members. | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | 0.0.1a | **Build#** | 4429 |
| **Version**  **Name** | Realize the limit | | |
| **Commentary** | Can’t go through like this.  The limit of implementation is too much. | | |
| **Release**  **Date** | 2014-02-02 | | |
| **Revision**  **Number** | 11 | | |
| **Main**  **Developer** | Kniz | | |
| **Release**  **Type** | Sourceswith zip file | | |
| **Public** | Private only | | |
| **Changes**  **List** | |  |  |  |  | | --- | --- | --- | --- | | **Target**  **System** | **Impor**  **tance** | **Influence** | **Content** | | Kernal | Mid | Mid | 커널의 T Typedef 누락.  Kernal/Headers.hpp에 NETStringSetKey, NETString, NETCharKey등이 누락되어 있어서 T매크로를 사용하지 못하는 오류가 있었다.  NEType에도NETCHAR\_SET, NETCHAR\_SET\_KEY등을 추가했다. | | Kernal | Low | None | NEWString::NEWString(const wchar\_t data) 뒤에 null 문자를 붙이지 않는다.  정확히 말하면 초기화시 0이 되므로 널문자는 존재하나 length가 변함이 없기 때문에 NEWString += 같은 걸 하게되면 꼬이게 된다. | | Window | Mid | Low | CharInputSpy추가.  WM\_CHAR메세지를 받아서, 1번키에 추가하는 기능을 가지고 있다. 백스페이스와 엔터에도 알맞은 동작을 수행한다. | | Developer.Release | Low | Low | Release모드로 빌드 성공.  속도 테스트 수행함. | | Editor | High | Low | 셀렉터의 코드셋은 동기화 되지 않는 스크립트 동기화 문제를 발견, 이후 해결. | | 스크립트 동기화 문제 | Low | low | 이슈로 분류, Document를 남김. | | Editor | Mid | low | 스크립트 동기화를 수행하면 ScriptBank가 사라지는 에러 수정. | | Editor | Low | Low | ScriptEditor::\_countNode가 어디서도 사용되지 않기에 삭제함. | | CooeHandler | Mid | Low | 에러메세지를 내뱉다 말고 멈춤.  확인 결과, cout << NEString() 하는 경우 멈추게 된다.  Cout << NEString().toCharPointer()로 변경 | | | |
| **Added**  **Components** | |  |  |  | | --- | --- | --- | | **Title** | **Type** | **Developer** | | **Window::CharInputSpy** | **Catch WM\_CHAR event.** | **Kniz** | | | |
| **Component List** | |  |  |  |  | | --- | --- | --- | --- | | **Executable** | | | | | NEFileSystem.dll | 0.0.1a | | Build# 671 | | NEFileAccess.dll | 0.0.1a | | Build# 401 | | Kernal.dll | 0.0.1a | | Build# 2441 | | **Editable** | | | | | Editor.dll | 0.0.1a | | Build# 473 | | **MDK(Module Development Kit)** | | | | | MDK Project Template | 0.0.1a | | | | **External Modules** | | | | | StandardKernalManagerPackage.dll | 0.0.1a | Build# 136 | | | StandardEditorManagerPackage.dll | 0.0.1a | Build# 189 | | | StandardModules.dll | 0.0.1a | Build# 118 | | | WindowModules | 0.0.1a | Build# 58 | | | ListModules | 0.0.1a | Build# 60 | | | ButtonPackage | 0.0.1a | Build# 62 | | | MessagePackage | 0.0.1a | Build# 77 | | | DX9Graphics | 0.0.1a | Build# 1058 | | | **Console User Interface** | | | | | Cooee.exe | 0.0.1a | Build# 380 | | | CooeeHandler.dll | 0.0.1a | Build# 96 | | | **Graphics User Interface** | | | | | MetaWorld | 0.0.1a | Build# 20 | | | **Etcetra** | | | | | CoreTest | 0.0.1a | | |   Keep in mind these, plz.   * Build# laid on top of this description was calculated by adding Build#s which were depicked in RED color. * Basically External modules aren’t part of kernel. * But, ManagerPackages are exceptional. (because they have to be needed.) | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | 0.0.1a | **Build#** | 4317 |
| **Version Name** | Recreation | | |
| **Commentary** | Ready for imple UI | | |
| **Release Date** | 2013-10-30 | | |
| **RevisionNumber** | 10 | | |
| **Main Developer** | Kniz | | |
| **Release Type** | Sourceswith zip file | | |
| **Public** | Private only | | |
| **Changes List** | Nobody knows. I couldn’t trace changes. Sorry. t\_t. | | |
| **Changed**  **Components** | |  |  |  |  | | --- | --- | --- | --- | | **Title** | **History** | **Type** | **Developer** | | **DX9Graphics** | **Added** | **Support for DirectX9** | **Kniz** | | **MetaWorld** | **Added** | **GUI Project** | **Kniz** | | | |
| **Component List** | |  |  |  |  | | --- | --- | --- | --- | | **Executable** | | | | | NEFileSystem.dll | 0.0.1a | | Build# 670 | | NEFileAccess.dll | 0.0.1a | | Build# 400 | | Kernal.dll | 0.0.1a | | Build# 2418 | | **Editable** | | | | | Editor.dll | 0.0.1a | | Build# 455 | | **MDK(Module Development Kit)** | | | | | MDK Project Template | 0.0.1a | | | | **External Modules** | | | | | StandardKernalManagerPackage.dll | 0.0.1a | Build# 125 | | | StandardEditorManagerPackage.dll | 0.0.1a | Build# 140 | | | StandardModules.dll | 0.0.1a | Build# 109 | | | WindowModules | 0.0.1a | Build# 42 | | | ListModules | 0.0.1a | Build# 53 | | | ButtonPackage | 0.0.1a | Build# 55 | | | MessagePackage | 0.0.1a | Build# 70 | | | **DX9Graphics** | **0.0.1a** | **Build# 995** | | | **Console User Interface** | | | | | Cooee.exe | 0.0.1a | Build# 361 | | | CooeeHandler.dll | 0.0.1a | Build# 83 | | | **Graphics User Interface** | | | | | **MetaWorld** | **0.0.1a** | **Build# 1** | | | **Etcetra** | | | | | CoreTest | 0.0.1a | | |   Keep in mind these, plz.   * Build# laid on top of this description was calculated by adding Build#s which were depicked in RED color. * Basically External modules aren’t part of kernel. * But, ManagerPackages are exceptional. (because they have to be needed.) | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | 0.0.1a | **Build#** | 4162 |
| **Version Name** | Recreation | | |
| **Commentary** | Horrible Update Bomb! | | |
| **Release Date** | 2013-01-29 | | |
| **RevisionNumber** | 9 | | |
| **Main Developer** | kniz (name which was for original developer has been changed.) | | |
| **Release Type** | Source Code with ZIP file. | | |
| **Public** | Private only | | |
| **Changes List** | |  |  |  |  | | --- | --- | --- | --- | | **Target**  **System** | **Impor**  **tance** | **Influence** | **Content** | | Whole | Low | Low | 디렉토리와 폴더구조를 리네이밍.  기존 소문자, 단수 체제에서 첫글자 대문자, 복수 체제로 전환했다. | | Kernal | High | High | 기존의 노드-모듈-키 구조를 전체적으로 변경 됨.이제 각 노드셋,모듈셋,키셋은 실제 인스턴스가 아닌 코드값만을 소유하게 되었다.구조 변경은 모두 Binder를 위해서 이루어졌다. | | Kernal | Low | Low | 가상 Array 추가.  외부에 삽입되는 타입에 관계없이 내부적으로 다른 타입을 다룰 수 있다. | | Kernal | Low | Low | NEIndexedArray추가.  기존의 배열은 삽입/삭제시 인스턴스를 밀거나 당기는 식으로 Compact 하게 만들었으나, IndexedArray는 주어진 인덱스가 “소유되었나 소유되지 않았나”만을 관리한다. | | Kernal | Low | Low | Collector패키지의 계층도 수정.  차후에 다른 자료구조가 추가하기에 용이하도록 재구성. | | Kernal | Low | Mid | 자료 구조를 위한 계층도 변경으로, ListTemplate은 이제 size가 존재하지 않는다. (deprecated) | | Kernal | Low | Low | KeyManager의 추가.  타입을 input으로,키의 인스턴스를 output하는 키 매니져를 추가하였다.  키매니져는 Kernal에 항상 존재하며, (= ModuleManager) 외부에서 상속 받을 수 없다. | | Whole | High | Low | 기존의 Id에 해당하는 개념이scriptcode로 변경되었다. | | Kernal | Low | Low | 제조번호를 의미하는 \_id가 추가되었다.  플랫폼이 시작되고나서,몇번째 생성되었는가를 지칭하며 8byte 정수형이다. | | Whole | Mid | Low | 디버그 경로를 SDK\Libraries로 변경.  이제 예전처럼 프로젝트에 하나, Libraries에하나씩 분산되지 않고 같은 파일을 두고 디버깅 할 수 있게 되었다. | | Kernal | Low | Low | 셀렉터에 탐색할 manager를 직접 할당 할 수 있다.그러나,이경우 셀렉터를 저장/로드 할경우,전에 할당한 manager의 포인터가 사라지게 된다. | | Kernal | Low | Low | 셀렉터에 manager의 주소 대신에 타입을 지정 할 수 있다.  이경우,저장과 로드가 가능하지만, NEScriptManager, NENodeManager 둘 중 하나만 지정 가능하다. | | Kernal | High | Low | Binder의 추가.  바인더는 셀렉터를 통해서 한번 binding이 되면,다음 부터는 셀렉터가 갖는 추가적인 탐색 오버헤드 없이 처음의 인스턴스를 제공해준다.  이는 “한번 찾은 걸,앞으로도 계속 쓰고 싶은 경우”에 사용하게 된다.  단,현재는 저장/로드를 제공하지 않으므로 로드를 하게되면 저장시점에서 binding했던 인스턴스를 놓쳐버리고 새로운 instance를binding 하게 되는 난점이 있다. | | Kernal | Low | Low | NEEnlistableSetTemplate의 추가. | | Kernal | Mid | Low | NEEnlistableManager의 추가.  숏컷과 실제 인스턴스가 담길 자료구조들을 가지고 있다. | | SDKBuilder | Low | Low | 버그 수정.  SDK/Libraries폴더에 Modules폴더를 생성한다. | | Whole | Low | Low | 히스토리에 버전이름과 코멘터리란을 추가 | | | |
| **Changed**  **Components** | |  |  |  |  | | --- | --- | --- | --- | | **Title** | **History** | **Type** | **Developer** | | CoreTest | Added | Testing Project | Kniz | | | |
| **Component List** | |  |  |  | | --- | --- | --- | | **Executable** | | | | NEFileSystem.dll | 0.0.1a | Build# 662 | | NEFileAccess.dll | 0.0.1a | Build# 396 | | Kernal.dll | 0.0.1a | Build# 2379 |  |  |  |  | | --- | --- | --- | | **Editable** | | | | Editor.dll | 0.0.1a | Build# 429 |  |  |  | | --- | --- | | **MDK(Module Development Kit)** | | | MDK Project Template | 0.0.1a |  |  |  |  | | --- | --- | --- | | **External Modules** | | | | StandardKernalManagerPackage.dll | 0.0.1a | Build# 107 | | StandardEditorManagerPackage.dll | 0.0.1a | Build# 123 | | StandardModules.dll | 0.0.1a | Build# 66 | | WindowModules | 0.0.1a |  | | ListModules | 0.0.1a |  | | ButtonPackage | 0.0.1a |  | | MessagePackage | 0.0.1a |  |  |  |  | | --- | --- | | **Cooee** | | | Cooee.exe | 0.0.1a | | CooeeHandler.dll | 0.0.1a | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | 0.0.1a | **Build#** | 3727 |
| **Release Date** | 2012-10-19 | | |
| **RevisionNumber** | 8 | | |
| **Main Developer** | haku | | |
| **Release Type** | Source Code with ZIP file. | | |
| **Public** | Non-public | | |
| **Changes List** | |  |  |  |  | | --- | --- | --- | --- | | **Target**  **System** | **Impor**  **tance** | **Influence** | **Content** | | Whole | Low | Low | 디렉토리와 폴더구조를 리네이밍.  기존 소문자, 단수 체제에서 첫글자 대문자, 복수 체제로 전환했다. | | Whole | Low | Low | 솔루션과 소스 폴더를 서로 분리시켰다. | | Whole | Low | Low | VS2012 마이그레이션 적용 | | Whole | Low | Low | 프로젝트들을 몇개의 그룹으로 나누어 솔루션에 각각 담았다. | | Whole | Low | Low | 나누어진 솔루션들을 최종적으로 묶어 하나의 통합된 솔루션을 작성했다.  단, 통합된 솔루션의 구성요소의 변경이, 가각의 솔루션에 직접적으로 적용되지는 않는다. | | MDK | Low | Low | 바뀌어진 경로에 맞게 몇가지 MDK의 폴더경로를 일부 수정하고 Templates.inf에 파일을 추가하였다. | | Core/  StandardModule | Low | Low | AfterBuild 프로그램을 사용하여, 빌드횟수가 갱신되도록 구성하였다. | | Whole | Low | Low | 기존의 txt로 되어있던 버전명세가 어떤 편집기로 보느냐에 따라서 서로 다르게 출력이 됨을 확인했다. 따라서 이를 워드 파일로 변환하였다. | | Whole | Low | Low | Bug fix. 내부적으로 $(SolutionDir)을 사용으로 인한 통합 솔루션 빌드에러를 $(ProjectDir)로 고침으로써 해결 | | AfterBuild | Mid | Low | Bug fix. 파일을 복사도중, 복사할 장소에 파일이 없으면 에러가 발생하는 오류 수정 | | VS2012-Whole | Low | Low | VS2012에 맞게 옵션-링크-경로를 $(TargetName)$(TargetExt)로 변경했다. | | | |
| **Changed**  **Components** | |  |  |  |  | | --- | --- | --- | --- | | **Title** | **History** | **Type** | **Developer** | | TEST | Removed | Module Project | haku | | Cooee | Name  Changed | Project | haku | | CooeeHandler | Name  Changed | Project | haku | | AfterBuild | Added | Project | haku | | SDKBuilder.bat | Added | BatchProgram | haku | | Distributor.bat | Added | BatchProgram | haku | | | |
| **Component List** | |  |  |  | | --- | --- | --- | | **Executable** | | | | NEFileSystem.dll | 0.0.1a | Build# 647 | | NEFileAccess.dll | 0.0.1a | Build# 383 | | Kernal.dll | 0.0.1a | Build# 2212 |  |  |  |  | | --- | --- | --- | | **Editable** | | | | Editor.dll | 0.0.1a | Build# 374 |  |  |  | | --- | --- | | **MDK(Module Development Kit)** | | | MDK Project Template | 0.0.1a |  |  |  |  | | --- | --- | --- | | **External Modules** | | | | StandardKernalManagerPackage.dll | 0.0.1a | Build# 34 | | StandardEditorManagerPackage.dll | 0.0.1a | Build# 47 | | StandardModules.dll | 0.0.1a | Build# 30 | | WindowModules | 0.0.1a |  | | ListModules | 0.0.1a |  | | ButtonPackage | 0.0.1a |  | | MessagePackage | 0.0.1a |  |  |  |  | | --- | --- | | **Cooee** | | | Cooee.exe | 0.0.1a | | CooeeHandler.dll | 0.0.1a | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | 0.0.1a | **Build#** | 3600 |
| **Release Date** | 2012-05-19 | | |
| **RevisionNumber** | 7 | | |
| **Main Developer** | haku | | |
| **Release Type** | Source Code with ZIP file. | | |
| **Public** | Non-public | | |
| **Changes List** | |  |  |  |  | | --- | --- | --- | --- | | **Target**  **System** | **Impor**  **tance** | **Influence** | **Content** | | Whole | Low | Low | #pragma의 경로를 전역으로 지정했다. 이로써, VS에서 추가적으로 “포함디렉토리를  지정하지 않아도 된다. | | MDK | Low | Low | 변경된 #pragma 경로를 적용 | | UnamedCUIEditor | Mid | Low | 모듈의 namecode를 변경할 수 없었던 점을 수정했다. | | | |
| **Changed**  **Components** | |  |  |  |  | | --- | --- | --- | --- | | **Title** | **History** | **Type** | **Developer** | | ButtonPackage | Added | Module Project | haku | | ListModule | Added | Module Project | haku | | MessagePackage | Added | Module Project | haku | | WindowModule | Added | Module Project | haku | | | |
| **Component List** | |  |  |  | | --- | --- | --- | | **Executable** | | | | NEFileSystem.dll | 0.0.1a | Build# 627 | | NEFileAccess.dll | 0.0.1a | Build# 379 | | NodeEngine.dll | 0.0.1a | Build# 2203 |  |  |  |  | | --- | --- | --- | | **Editable** | | | | Editor.dll | 0.0.1a | Build# 371 |  |  |  | | --- | --- | | **MDK(Module Development Kit)** | | | MDK Project Template | 0.0.1a |  |  |  | | --- | --- | | **External Modules** | | | StandardKernalManagerPackage.dll | 0.0.1a | | StandardEditorManagerPackage.dll | 0.0.1a | | TEST.dll | 0.0.1a | | StandardDialog.dll | 0.0.1a | | UnamedCUIProjectHandler | 0.0.1a | | WindowModule | 0.0.1a | | ListModule | 0.0.1a | | ButtonPackage | 0.0.1a | | MessagePackage | 0.0.1a |  |  |  | | --- | --- | | **Runnable** | | | Runnable.exe | Test Program | | UnamedCUIProject | CUI Editor | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | 0.0.1a | **Build#** | 3559 |
| **Release Date** | 2012-05-05 | | |
| **RevisionNumber** | 6 | | |
| **Main Developer** | Haku | | |
| **Release Type** | Source Code with ZIP file. | | |
| **Public** | Non-public | | |
| **Changes List** | |  |  |  |  | | --- | --- | --- | --- | | **Target**  **System** | **Impor**  **tance** | **Influence** | **Content** | | Kernal/  Editor | Mid | low | 노드셀렉터와 스크립트셀렉터에 임의로 검색할 객체를 지정할 수 있게 되었다. | | Kernal | Mid | Mid | 모듈셀렉터의 생성자에서 기본값으로 NECodeType을 RECENT로 지정한다. 이전에는 UNDEFINED였다. | | Kernal | High | Mid | Bug fixed. recentModule이 "자기 이전" 이 아니라, 항상 "자기 자신" 이었던 오류 수정 | | MDK | Mid | Low | Bug fixed. Project Template이 유니코드로 변경해서 깨져나오던 점 수정 | | Kernal | High | high | 모듈에 \_onModuleFetched() 핸들러 추가. 기본적으로 initialize를 호출하도록 정의되어있다. | | | |
| **Changed**  **Components** | |  |  |  |  | | --- | --- | --- | --- | | **Title** | **History** | **Type** | **Developer** | | ButtonPackage | Added | Module Project | haku | | ListModule | Added | Module Project | haku | | MessagePackage | Added | Module Project | haku | | WindowModule | Added | Module Project | haku | | | |
| **Component List** | |  |  |  | | --- | --- | --- | | **Executable** | | | | NEFileSystem.dll | 0.0.1a | Build# 620 | | NEFileAccess.dll | 0.0.1a | Build# 373 | | NodeEngine.dll | 0.0.1a | Build# 2199 |  |  |  |  | | --- | --- | --- | | **Editable** | | | | Editor.dll | 0.0.1a | Build# 367 |  |  |  | | --- | --- | | **MDK(Module Development Kit)** | | | MDK Project Template | 0.0.1a |  |  |  | | --- | --- | | **External Modules** | | | StandardKernalManagerPackage.dll | 0.0.1a | | StandardEditorManagerPackage.dll | 0.0.1a | | TEST.dll | 0.0.1a | | StandardDialog.dll | 0.0.1a | | UnamedCUIProjectHandler | 0.0.1a | | WindowModule | 0.0.1a | | ListModule | 0.0.1a | | ButtonPackage | 0.0.1a | | MessagePackage | 0.0.1a |  |  |  | | --- | --- | | **Runnable** | | | Runnable.exe | Test Program | | UnamedCUIProject | CUI Editor | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | 0.0.1a | **Build#** | 3531 |
| **Release Date** | 2012-04-15 | | |
| **RevisionNumber** | 5 | | |
| **Main Developer** | Haku | | |
| **Release Type** | Source Code with ZIP file. | | |
| **Public** | Non-public | | |
| **Changes List** | |  |  |  |  | | --- | --- | --- | --- | | **Target**  **System** | **Impor**  **tance** | **Influence** | **Content** | | Whole | Low | Low | 모든 소스파일을 UTF-16(LE)로 저장함haku | | Kernal/  Editor | Low | None | 셀렉터의 CallStack innerclass를 외부에 공개하고, DepthUnit으로 명칭변경 | | Kernal/  Editor | Mid | None | 셀렉터의 버그 수정 | | Kernal/  Editor | Mid | None | 셀렉터에 setNodePostion 가능. | | Kernal | Low | None | NodeIdKey, NodeIdSetKey의 추가 | | Standard  EditorManager | High | None | synchronize의 오류 수정. 이제 키도 id값이 동기화 가능. | | Kernal | Mid | None | bugfix. 같은 타입의 키를 assign할 경우, 동작되지 않는 오류 수정 | | Kernal | High | None | bugfix. INI를 생성할때 BOM을 잘못 기록했던 오류 수정. | | Kernal | High | Mid | 셀렉터의 계층도를 다시 수정. 그리고 generic 셀렉터를 쓰기 위해서 reinterpret\_cast<NENodeSelector\*>를 하는 것으로 변경. | | UnamedCUIProjectHandler | Mid | None | CollectorKey를 수정할때 Collector의 insert, remove를 지원함 | | Kernal | High | High | bugfix. 서브노드도 id가 부여되고 있던 것을 없앴다. 서브노드는 개별적으로 create될 수 없다. 서브노드는 아이디값으로 -1를 갖게됨. | | Kernal | Very  High | Very  High | bugfix. 스크립트 동기화시, ScriptManager에 노드의 id가 0이되어input 되었던 점을 수정. | | | |
| **Changed**  **Components** | |  |  |  |  | | --- | --- | --- | --- | | **Title** | **History** | **Type** | **Developer** | | Node rev5 | Added | Prototype Project | haku | | CAudio | Added | Prototype Project | haku | | Cartridge | Added | Module Project | haku | | Cartridge\_applied | Added | Prototype Project | haku | | Input Project | Added | Prototype Project | haku | | | |
| **Component List** | |  |  |  | | --- | --- | --- | | **Executable** | | | | NEFileSystem.dll | 0.0.1a | Build# 619 | | NEFileAccess.dll | 0.0.1a | Build# 373 | | NodeEngine.dll | 0.0.1a | Build# 2176 |  |  |  |  | | --- | --- | --- | | **Editable** | | | | Editor.dll | 0.0.1a | Build# 363 |  |  |  | | --- | --- | | **MDK(Module Development Kit)** | | | MDK.dll | 0.0.1a |  |  |  | | --- | --- | | **External Modules** | | | StandardKernalManagerPackage.dll | 0.0.1a | | StandardEditorManagerPackage.dll | 0.0.1a | | TEST.dll | 0.0.1a | | StandardDialog.dll | 0.0.1a | | UnamedCUIProjectHandler | 0.0.1a |  |  |  | | --- | --- | | **Runnable** | | | Runnable.exe | Test Program | | UnamedCUIProject | CUI Editor | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | 0.0.1a | **Build#** | 3445 |
| **Release Date** | 2012-03-15 | | |
| **RevisionNumber** | 4 | | |
| **Main Developer** | haku | | |
| **Release Type** | Source Code with ZIP file. | | |
| **Public** | Non-public | | |
| **Changes** |  | | |
| **Component List** | |  |  |  | | --- | --- | --- | | **Executable** | | | | NEFileSystem.dll | 0.0.1a | Build# 602 | | NEFileAccess.dll | 0.0.1a | Build# 365 | | NodeEngine.dll | 0.0.1a | Build# 2135 |  |  |  |  | | --- | --- | --- | | **Editable** | | | | Editor.dll | 0.0.1a | Build# 343 |  |  |  | | --- | --- | | **MDK(Module Development Kit)** | | | MDK.dll | 0.0.1a |  |  |  | | --- | --- | | **External Modules** | | | StandardKernalManagerPackage.dll | 0.0.1a | | StandardEditorManagerPackage.dll | 0.0.1a | | TEST.dll | 0.0.1a | | StandardDialog.dll | 0.0.1a | | UnamedCUIProjectHandler | 0.0.1a |  |  |  | | --- | --- | | **Runnable** | | | Runnable.exe | Test Program | | UnamedCUIProject | CUI Editor | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | 0.0.0 | **Build#** | 3377 |
| **Release Date** | 2012-02-20 | | |
| **RevisionNumber** | 3 | | |
| **Main Developer** | Haku | | |
| **Release Type** | Source Code with ZIP file. | | |
| **Public** | Non-public | | |
| **Changes** | |  |  |  |  | | --- | --- | --- | --- | | **Title** | **History** | **Type** | **Developer** | | Developer.Release | Added | Build Configuration | haku | | Runnable | Removed | Project | haku | | TEST\_PANEL | Added | Module Project | haku | | | |
| **Component List** | |  |  |  | | --- | --- | --- | | **Executable** | | | | NEFileSystem.dll | 0.0.0 | Build# 593 | | NEFileAccess.dll | 0.0.0 | Build# 357 | | NodeEngine.dll | 0.0.0 | Build# 2106 |  |  |  |  | | --- | --- | --- | | **Editable** | | | | Editor.dll | 0.0.0 | Build# 321 |  |  |  | | --- | --- | | **MDK(Module Development Kit)** | | | MDK.dll | 0.0.0 |  |  |  | | --- | --- | | **External Modules** | | | StandardKernalManagerPackage.dll | 0.0.0 | | StandardEditorManagerPackage.dll | 0.0.0 | | TEST.dll | 0.0.0 | | StandardDialog.dll | 0.0.0 | | UnamedCUIProjectHandler | 0.0.0 |  |  |  | | --- | --- | | **Runnable** | | | Runnable.exe | Test Program | | UnamedCUIProject | CUI Editor | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | 0.0.0 | **Build#** | 3297 |
| **Release Date** | 2012-02-16 | | |
| **RevisionNumber** | 2 | | |
| **Main Developer** | haku | | |
| **Release Type** | Source Code with ZIP file. | | |
| **Public** | Non-public | | |
| **Changes** | |  |  |  |  | | --- | --- | --- | --- | | **Title** | **History** | **Type** | **Developer** | | UnamedCUIProject | Added | Project | haku | | UnamedCUIProjectHandler | Added | Project | haku | | StandardEditorManager | Added | Module Project | haku | | StandardDialog | Added | Module Project | haku | | | |
| **Component List** | |  |  |  | | --- | --- | --- | | **Executable** | | | | NEFileSystem.dll | 0.0.0 | Build# 588 | | NEFileAccess.dll | 0.0.0 | Build# 354 | | NodeEngine.dll | 0.0.0 | Build# 2068 |  |  |  |  | | --- | --- | --- | | **Editable** | | | | Editor.dll | 0.0.0 | Build# 305 |  |  |  | | --- | --- | | **MDK(Module Development Kit)** | | | MDK.dll | 0.0.0 |  |  |  | | --- | --- | | **External Modules** | | | StandardKernalManagerPackage.dll | 0.0.0 | | StandardEditorManagerPackage.dll | 0.0.0 | | TEST.dll | 0.0.0 | | StandardDialog.dll | 0.0.0 | | UnamedCUIProjectHandler | 0.0.0 |  |  |  | | --- | --- | | **Runnable** | | | Runnable.exe | Test Program | | UnamedCUIProject | CUI Editor | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | 0.0.0 | **Build#** | 3086 |
| **Release Date** | 2012-01-15 | | |
| **RevisionNumber** | 1 | | |
| **Main Developer** | haku | | |
| **Release Type** | Source Code with ZIP file. | | |
| **Public** | Non-public | | |
| **Changes** | |  |  |  |  | | --- | --- | --- | --- | | **Title** | **History** | **Type** | **Developer** | | MDK Project Template | Added | Project Template | haku | | StandardKernalManagerPackage | Added | Module Project | haku | | | |
| **Component List** | |  |  |  | | --- | --- | --- | | **Executable** | | | | NEFileSystem.dll | 0.0.0 | Build# 588 | | NEFileAccess.dll | 0.0.0 | Build# 354 | | NodeEngine.dll | 0.0.0 | Build# 2068 |  |  |  |  | | --- | --- | --- | | **Editable** | | | | Editor.dll | 0.0.0 | Build# 305 |  |  |  | | --- | --- | | **MDK(Module Development Kit)** | | | MDK.dll | 0.0.0 |  |  |  | | --- | --- | | **External Modules** | | | StandardKernalManagerPackage.dll | 0.0.0 | | StandardEditorManagerPackage.dll | 0.0.0 | | TEST.dll | 0.0.0 | | StandardDialog.dll | 0.0.0 | | UnamedCUIProjectHandler | 0.0.0 |  |  |  | | --- | --- | | **Runnable** | | | Runnable.exe | Test Program | | UnamedCUIProject | CUI Editor | | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | 0.0.0 | **Build#** | 2976 |
| **Release Date** | 2011-10-03 | | |
| **RevisionNumber** | 0 | | |
| **Main Developer** | haku | | |
| **Release Type** | Source Code with ZIP file. | | |
| **Public** | Non-public | | |
| **Changes** | No recorded. | | |
| **Component List** | |  |  |  | | --- | --- | --- | | **Executable** | | | | NEFileSystem.dll | 0.0.0 | Build# 577 | | NEFileAccess.dll | 0.0.0 | Build# 344 | | NodeEngine.dll | 0.0.0 | Build# 1827 |  |  |  |  | | --- | --- | --- | | **Editable** | | | | Editor.dll | 0.0.0 | Build# 200 |  |  |  |  | | --- | --- | --- | | **MDK(Module Development Kit)** | | | | MDK.dll | 0.0.0 | Build# 13 |  |  |  |  | | --- | --- | --- | | **External Modules** | | | | EssentialEditPackage.dll | 0.0.0 | Build# 15 |  |  |  | | --- | --- | | **Runnable** | | | Runnable.exe | Test Program | | Test.dll | Test Module | | | |

1. [↑](#footnote-ref-1)