

Changelog v28 devRelease

war10ck

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1 Changelog for dev release v28:

Issues Resolved:

1. SelectImage displayed, dummy list of sysCpu displayed in objListImg.
2. load_cfg() and other configuration file functions created.

Issues to be resolved:

1. Enhancement : Rather than switching the display resolution while displaying the bootText, stretch_blit the parent bootText image.
2. Enhancement : Create single handler for all events for selectImg – cfgSelect.
3. Overload function _fileWrite_() for writing cfg file in profile folder.

2 Note to developers

Have removed some people from the contributor side – since they haven't been giving me any inputs. So I am guessing that these people were not interested in the project anymore. I am also getting frustrated due to the lack of coders for my project. I need some people who can code. In case you guys know someone who might be interested in coding regardless of the language(Of course, I will not ask to code in Java!!!! I hate that language too.) and type of game – please ask him/her to join me. I need a coder who can help me out now.