

## Version History

1.3.0 (30/4/98) Some modules now have tabbed windows and more features.

New modules: Mantra II, Might & Magic III party, Realmz 5.

You can now press the option key when selecting menu commands via the keyboard (e.g. command-option-W to close all windows).

You can assign command keys to scripts in the script menu (see the "Development (Scripting)" document for more information).

Renamed the Save As... command to Save A Copy As.

Updated and improved balloon help for menus.

Added a new "Close All But This Window" script.

You can use the optional parameter 'to' with the 'Save' script command.

The maximum number of open windows is now 40 (previously 16).

Lots of bug fixes.

1.2.1 (26/1/98) Fixed a bug with the Save As... command.

1.2.0 (12/1/98) ACE! supports scripting - look at the scripts menu for some examples.

New modules: Omega (version 0.75 and 0.80), Escape Velocity, Harry the Handsome Executive and an Unlimited Adventures design password module.

Function keys 1 to 4 now Cut, Copy, Paste and Clear respectively. The Clear button on the numeric keypad also clears text.

Lots of minor bug fixes.

1.1.1 (27/10/97) Added a better version checking process which won't become apparent until later versions of ACE!

Fixed a bug that prevented ACE! from running on non-MacOS 8 PPC systems (AppearanceLib not found error on launch)

1.1.0 (23/10/97) Uses the Appearance manager. On MacOS 8 systems, all dialogs and alerts will be "theme-savy".

Changed the wording of the "Invalid Value" dialog and added a "Use Maximum/Minimum button".

Fixed a bug with hi/lo nibbles (which only affected the 'M&M II' module).

Fixed a bug with reading in long data types on 68k Macs.

1.0.0 (29/9/97) First public release.

## Planned Features

In no particular order of importance, some of the features planned for future versions are:

### Linked controls

A link between controls will allow controls to affect each other. This would happen in two ways:

1. A control could enable or disable other controls. For example, a checkbox might be disabled until another checkbox is checked.

2. A control could change the value of other controls. For example, increasing a character's 'strength' might increase their 'bonus to hit'.

An option would be provided to disable on-the-fly linking.

### Multiple modules

Currently, only one module can be used at a time. In a future version of ACE, all modules will be available simultaneously. This would be useful when combined with scripting.

## List controls

A list control (like those in the Chooser) is the best way of presenting a large amount of information that is complicated or which may change in size (number). For example, the equipment list of a character could be displayed (and edited) with a list.

## Recordability

A future version of ACE will be 'recordable', allowing you to make a script of your actions by recording them in the script editor.

## Compatibility Issues

This section lists any known bugs, conflicts or cosmetic glitches in ACE! and the recommended helper utilities. Unless otherwise noted, all information is relevant to the current versions at time of writing.

### ACE!

1. On systems with the appearance manager, when pasting or clearing in an edit text field, a grey background will be drawn in the edit text field. This is a cosmetic bug with the appearance manager.
2. When more than one window is opened at once on appearanace manager systems, windows in the background may not have their controls 'greyed-out' correctly. Moving the affected windows to the foreground and the putting them behind another window fixes this. This is a cosmetic bug only.

### ResEdit (version 2.1.x):

1. ResEdit may save changes to a resource fork even when the user clicks on the Don't Save button. This occurs when editing some resource types, and not with others. Always work with a copy of your file.
2. ResEdit will freeze when you try to open or create a 'DITL' when the clipboard contains some styled text. The easiest way to avoid this is to select the 'DITL' resource (before opening it) and copy it (i.e. hit Command-C before opening the 'DITL').
3. On some Power Macintosh's, ResEdit will freeze if you copy or cut item(s) from a 'DITL' more than once.
4. ResEdit has (crash) problems displaying pop-up menu 'CNTL's in the 'DITL' editor. If you are working in a 'DITL' and you see a pop-up menu contains characters that should not be present, or are greyed out, then you should immediately save the module and quit ResEdit. This seems to occur when you add, move or resize any custom control. Do not attempt to look at the affected pop-up menu, or make any other changes to other dialog items. Similar problems seem to occur

with all types of 'CNTL's. Quitting and reopening ResEdit seems to reduce it's 'sensitivity' to this problem.

5. Don't use the Revert command in the File menu. It doesn't always work.
6. Don't save while a 'DLOG' editor is open. Close the 'DLOG' editor before saving.