Modifications to DDM-Template--ModsDDM-Template2012-06-18
2012-06-18
--btn UseWEBAccess MainStack from DDM-SVF 2012-06-14 --put the short name of this stack into fld "projectName" & globShortProjName & fld in stack PreferencesAndSetUp cd 1
--BtnUseLocalAccessnMainStack --from DDM-SVF 2012-06-14 put short name of this stack into fld "projectName" & globShortProjName & fld in stack PreferencesAndSetUp cd 1
cd1 Stack PreferencesandSetUp2012-06-12 added global & put globShortProjName into fld "Project Name1"
----cd1 mainstack script --2012-06-12 added globShortProjName to preOpenCard handler, filled with short name of this stack - NOTE - named card (was just card id etc..., the deffault)
----cd1StackDynamicDigitalMapHomeScreen2012-06-12 -home (index map) screen stack card to preOpenCard- handler, added global globShortProjName & put globShortProjName into fld "projectName" of stack "DynamicDigitalMapHomeScreen"--added 2012-06-12
----replace Overlays... Btn Cd1 stack ProjectModifier--2012-03-09 in handler "FromOverlaysInThisDDM" moved beep above ending answer
--2012-03-09--2009-01-03 2006-12-18
--btn Open'ImageCaptionData' Of Gp OpenStacks Cd1002 Stack ProjectModifier2012-01-21
---image Stack Caption Script 2012-01-17 added put globThingToFind into globDataWanted so data can be accessed
---image Stack Caption Script 2012-01-13 added 'if the shiftKey is down then' to let you copy caption to clipboard
--btn AddLinksToText of Stack ImageCaptionData 2012-01-18 2012-01-17_2133 AddLinksToText btn script 2012-01-16
--that is --it Groups text links by checking for S#001 & M#001 etc & www. & http:// & groups so can be used with click link
---- btn InsertFormattedText_ImageCaptionDatavStack btn script 2012-01-18 added btn script so can also import rtf along with html text styles
----fld PhotoListField Stack IndexOfImages 2012-01-17 added handler lookupImageNumberFromFileName, imageFileName so can call up image from file name look-up
---2012-01-12 fldComments_Cd-ImageWindowCaptionCd1_Stack-ImageStackCaption to let you copy caption to clipboard
--Also need to set Comments field Focusable property (called traversalOn) to True
--fld DataList Stack Type2ClickList 2012-03-08-add script to remove last char if is * + or †
--ImportAppendType1DataAnalyticalDAtaStack2011-11-08, 2011-11-03 added capability to also import html format files and to append any a file's at end of respective field's text instead of only replacing the whole field's cntent
--to stack "AnalyticalData" added btn to find text in chosen text data field,

--2012-06-13
In mainStackScript from2012-05-03:
-- mainStackScript in handler findCaptionText using LC5.5 set the vscroll of fld set the vscroll of fld "Comments" of stack "ImageStackCaption" to 0 --2012-05-03

-- mainStackScript from 2012-01-17 (& 2012-01-16) to handler findCaptionText --
added 3 lines to copy & paste formatted text into caption window, set the textStyle
of words 1 & 3 to link after inserted caption & a space after file name
--mainStackScript   added a case to ClickLink handler so can open an image by file
name if has jpg ext & to new script in PhotoListfield of IndexOfImages stack
--mainStackScript   2012-01-16 added whole ClickLink handler for use in comments
field of ImageStackCaption (and maybe out of figureCaptions if later implemented)
-- mainStackScript 2011-09-10 in switchmap handler added if-then test to see if
grc "rectLoc" exists in stack "map"

--stackImageCaptionData2012-01-21 preOpenStack handler
--AnalyticalDataStackScript2012-01-04--getType1Data--2012-01-04 changed # of
lines read in
--   2010-11-01 added line in type1data to be able to open unit description when
click on flow id e.g. f8534

--btnSetMenusStackDDMSplashScreen--2011-11-09
--btnSetMenusStackDDMHomeScreen--2011-11-09
--btnType1Data_StackSaveData 2011-11-08
--stackImageCaptionData2012-01-21 - set to invisible when it opens

--added map stack script from DDM-Template 2011-05-09
2011-05-13 - cleaned up mainstack script of commented out script in handers
mentoned just below
2011-05-11--reworked script for 'show/hide advanced access' (mostly Index) buttons
in btn "Advanced Acess" labeled Display Advancd Access Buttons" of stack
"PreferencesAndSetUp",
--reworked scriopt in btn "ShowHideAdvancedAccessButtons" of Stack
"DynamicDigitalMapHomeScreen" so no longer need group "Basic How To" but
instead can use flds labeled "basicHowToLabels" which also won't error out if not
included
--ditto the above for btn ShowHideExampleHotSpots of Stack
DynamicDigitalMapHomeScreen
--Also reworked the graphics supporting the above 3 script changes (mostly named
fld BasicHowToLabel" and changed then to text with arrows e.g. Click to Open
Image_-> or <--Click to Open Map

-2010-05-10 in Main stack, handler commented out script to put text into fld
codeCheck of Home stack that tracks what's happening in StandAlone mode
--removed all script from cd 1 of MeassurementCollectionPalette stack (see below
comment)
2001-05-06 - I set the closebox property of the main stack to false
--commented out script in cd1 of MeassurementCollectionPalette stack so it copies
comments only to group "ImageAndOverlayGroup" when scrollbars are made
(inlcuding copying a new overlay).
2011-05-02 --Note from ddm-svf from which added new horizontal scroll capabilities
with mouse button adapted from ddm-svf where it was worked out first:

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--newScrollCapabilitiesAdded2011-01-18-

--new scroll capabilities added

to mainstack script modified makeScrollBar handler to now also allow horizontal scrolling with mouse button- handler makes new handler for overlayAndImageGroup when new scroll bars created during run

--Also modified decreasseScroll and IncreaseSDcroll handlers in mainstack script and added leftScroll and rightScroll handlers in mainstack script- called from images and prob. figures and correlation charts

--also modified script of cd1 of stack MeasurementAndCollectionPalette2- this script is attached to images and prob. figures etc to now also call for horizontal scroll with mouse wheel as well as previously allowed vertical scrolls with mouse buttons

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2010-10-18- modified script of -btn "ShowHideAdvancedAccess" Button of Stack "DynamicDigitalMapHomeScreen" so don't have to use grouped control for advanced bus but instead list them in script, with an "if exists" option so doens't have to be there.

--2010-10-12-- added handelers "DoScaleImages" and "DontScaleImages" to script to btn "Open Big Images Compressed to Fit Window" from 2009-08-25 of stack "PreferencesAndSetUp" from from 2009-08-25 that got left out somehow from dev in DDM-SedRxWMa

--2010-10-06 - made from -from version 2010-09-30; verified working state of advanced to basic access in ddmSettings file

--2010-09-30 - Set the default state for showing or hiding access buttons on the "Home Screen" to "Advanced Access" so that all the "Index of Images", "Index ofArticles", etc. buttons are visible by default .

--2010-07-30 -edited script to handler "NoMouseUp" of btn "LatLongDisplay5" of Stack "PreferencesAndSetUp"

--2010-07-23 --on home Screen edited btn "ShowHideIndexOutlines" to always hide btn "ShowHideExampleHotspots" & group "Basic How To" if they exist

--edited script of handler checkForTextFileOfInitialSetting so all new setting found in text file "DDM-XXX-Settings.txt" in same dir as start-up program are all executed onn startup

--from DDMUpdater:

--2010-07-30 added noMouseUp handlers to btns 1-5 "LatLongDisplay1" of stack "preferencesAndSetUp"

--2010-07-30_2113 version replaced variable that was midnamed making it not load in cd 1 script for stack "Map"

--mainStackScript 2010-07-23 edited checkForTextFileOfInitialSetting to activate setting changes on startup when settings file read

--cd1mainstack 2010-05-25 to opencard handler GlobLongConv

--mapstack2010-07-27 change size of control palette & placement of lat long read-out display fields

--cd1ofMapstack--2010-07-23 calcLatLong to handle additional conventions for displaying longitude

--btn SaveNewSettingsFile Stack PrefSetUp 2010-05-27--added globLonConv 2010-05-27 & "Advanced Access"

--UseLocalAccessBtnMainStack2009-06-19 in mouseUp-change btn label home screen to 2 lines

--UseWEBAccessBtnMainStack2009-06-19
--btn "ShowHidePhotoIcons" of stack DDM Home Stack 2010-07-27 -streamline script, changed btn labels
_____
--2010-05-28 --edited btn "Advanced Access" of stack "PreferencesAndSetUp" so works indept, of having them grouped
--edited mainStack's preOpenStack handler to eliminate setting defaults twice
--to mainStack handler "checkForTextFileOfInitialSetting" script in conjunction with list of default settings in "settings" fld of stack "DataStack" set up streamlined setting of defaults
--2010-05-27 to stack "PreferencesAndSetUp" added btns to Select Longitude convention and checkbox to set Advanced Access (shows all Index of..." btns of Home page, among others)
--added globLonConv to handler "OpenCard" of Cd1 of Mainstack2010-05-27
--added globLonConv & "Advanced Access" to btn "Save New Settings File" of stack "PreferencesAndSetUp" & added to list of default settings in field "Settings" of stack "DataStack"
--to mainStack handler "checkForTextFileOfInitialSetting" script reordered as per location of buttons on stack "PreferencesAndSetUp" & in same order found in script of btn "Save New Settings File" of that stack
   --added for display advanced settings & Longitude convention
--to Home Screen stack, added in stack "IndexOfAnimations" & btn to open it
-- to Home Screen, added btn "ShowHideAdvancedAccessButtons" and added btn & fields & arrows to show clickable items (e.g. camera icons, map outlines , guidebook icons) to present simplier interface option
--to stack "DataStack" added checkbox to include "Index of Animations" as Menu an item in "controls-Acces" menu
--replaced old AnimationsStacks3 & 4 with clones of stacck AnimationsStack1, renamed to AnimationsStack3 & AnimationsStack4

--2010-03-26 -- --To btn "Save New Settings File" of stack "preferencesAn"dSetUp" changed script to make it parallel with that in mainstack's "checkForTextFileOfInitialSetting" handler (see next below)
2010-03-25 in mainstack script in "getImageOverlay" handler --replaced "repeat forever" "with repeat with zz = 1 to 10"
-2010-03-25 script order of script in mainstack's handler "checkForTextFileOfInitialSetting" to reflect that of buttons found in stack "PreferencesAndSetUp" except for first case ("Automated Tour Start") shown first
   --to same handler added case "DataDisplayControlsPalette" --added 2010-03-25
--2010-03-19 in mainstack script in handler "emptyImage" changed do loop to remove spurious excess groups named "OverlayAndImageGroup" by changing the loop script from "repeat forever" to "repeat with xx = 1 to 10"
2010-01-21 changed script in btn "ShowHidePhtoIcons" on stack Home screen" to automatically look for them, and set them vis or invis; if not found simply tells you & exits.
2009-08-07 in stack "CorrelationOfMapUnits" 2009-07-21 moved lines up in mouseUp handler to exit if click on grc, theImageBox, etc.
--in stack "DataStack" changed label to btn "Copy Changes to Map Index" to better reflect what new script does: Change 'Index of Maps' List and Make Drop Down

Menus and added tooltip which says "Makes Changes to 'Index of Maps' AND Makes Drop Down Menu Buttons Which Enable Changes To Thematic Map Types in Palettes 'Map Features Access' and 'Map Window Control Palette'"

2009-07-20 -- copied group "OverlayAndImageGroup" from map to all cards in stack "CorreltionOfMapUnits" so that they have scrollling bars that work with mouse instead of only working with 'control"-mouseDown keys or scrolling wheel

-Also edited "IndexOfCorrelationOfMapUnits"

2009-06-19 replaced btn "Save New Settings File" of Stack "PreferencesAndSetUp" so will let user write to disk when in web mode as stand alone

--replaced line in script of btns "Use Web Access and "Use Local Access" so label of the btn "Change Access Path" label is written as two lines (added & return &).

--changed default text in fld "Settings" of stack "DataStack" to short form

--removed Tour stacks that wereleft when added in btn ending 2008-09-16

--2009-06-10 replaced handler "checkForTextFileOfInitialSetting" of mainStack

2009-06-05 -- here debugged script to add btns that allow sort by file name of Image Captions (Level 1 to Level 3), and also to append S# before file names & sort them and put them in a new field (also added) that can then be copied to clipboard for an external edit ().

2009-06-01--edited script for stack "CorrelationOfMapUnits" to get unit descritpion data & or locate units clicked on when using alt-ckick key

--edited btn "FormatGNumberStackText" of ProjectModifer so properly links words with following punctuation

--added new buttons to stack "ImageCaptionData" to sort captions by file name & fill a new field with captions that have the S# added as a prefix to the file name

--added new script to btns "Use ThisColor1" to "Use ThisColor6" or if not there added the btns

--edited script to btnFileGroupDDMMenuBarStackDDMMenus (2009-04-28) to give opton to "Open Options to Save Settings".

2009-05-21 enhanced btn "FormatGNumberStack" of stack "ProjectModifer" so worls for words that inlcude last chars :;,. and if second to last char is also) - e.g. S#002).

2009-04-23 used ddmUpdater2009-04-23 only button "Apply changes made from 2009-04-07 to 2009-04-23"

--deleted all previous buttons on stack "Thumbnails" & replaced them with an equivalent group, better positioned & set to Verdana font, size 10 with new script for btn "find Again" to better position it & set it's blending to "SrcCopy" so can be seen.

--edited script of stack "thumbnails" to position new "Thumbnailbtns" group properly when open stack

--changed style of all "standard user" btns to rectangular so they can be changed to a ddm-maker's defined color (note-leaves all buttons used by the ddm maker and not seen by the ddm user turquoise colored -see next item)

--swapped out "OptionalObjects" stack for new one that includes buttons that allow a DDM maker to change color of all user visible buttons with one mouse-click (note it leaves all buttons used by the DDM maker tourquoise).

--swapped out stack "IconMakerImages" with new one tht has new script for fld 'cameraScriptForImageOrMovieStack....etc" on cds 1 & 2

--concatenated script on numerous "Apply Changes...." buttons

--2009-04-07 in btn "Save New Settings File" of Stack "PreferencesAndSetUp" put correct filename into line 1 of DDMsSettingsFileVar

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--2009-04-05 edits script of btn "FormatGNumberStack" of stack "ProjectModifier" to better select standard words to link (deals with for example (S#001) where parents are in adjacent spaces & therefore part of the wrod being links & has to be excluded from link - also set font choices in alphabetical order
----2009-03-29 edited handler "setFontSize" of cd 1 of stack "Map" so it better resizes field trip icons & the text of field trip stops
-2009-03-27 applied ddmUpdater, last btn (dated 2009-03-26)
--2009-03-19 added script in mainstack's handler "checkForTextFileOfInitialSetting" to check text of ddm-xx-Settings.txt file for "Open Big Images Compressed to Fit Window" & set default of global globOpenToScale to true
--added new line to textData of fld "Settings" of stack "DataStack" for setting the globOpenToScale & two commented lines about them
--added script to btn "Save new Settings File" of stack "PreferencesAndSetUp" to save "Open Big Images Compressed to Fit Window" setting
--2009-03-18 (replaced stack "ProjectModifier" with new one) - because edited btns "Add Objects to Overlay" and "SaveEditsIntoOverlays" of cd 1 stack "ProjectModifier" to note earlier that you gotta be a 1:1 scale to add objects to image1 to image9
--(replaced stack "PreferencesAndSetUp" with new one) - because added new btn "Open Big Images Compressed to Fit Window" to "PreferencesAndSetUp" to always open to "Fit Window" if image is > max size of Image1 to 9 stack (Window)
--and because 2009-03-05 on Stack "PreferencesSetUp" corrected name of btn "Progress Bar Use" to "ProgressBarUse" & added note to tell the victim where the file was saved & added if-then tests to make sure all settings are stored if not found in existing settings file
--and because on 2009-03-05 --to btn "Save New Settings File" of Stack "PreferencesSetUp" edited script
-- in mainStack script, toward bottom of handler "getCdName" added if-then to test if globOpenToScle is true & if so, compresses image to fit max siie of Window (stacks image1 to image9)
--(replaced stack "imageStackControlPalette" with new one) - because in btn "Fit window" of stack "imageStackControlPalette" added script to set globScale1to1 to true just before sending it to getCdName handler (of mainstack) & to false right after
--Thumbnails stack cds 1-5 put btns in front
--2009-03-05 --to btn "Save New Settings File" of Stack "PreferencesSetUp"
--2009-03-03 --add test so even usng Mac, web access by-passes movies in favor of equivalent jpegs of them
--commented out zFakeMenu stack's perOpenStack handler so doesn't load invisibly and then go vis on you.
--commented out line with msg in stack script of stack "MapSearchList" that kept putting the loc of the stack into the msg box
-2009-03-03 - added script to end of openQTMovie handler of stack "Movies" to cause stack to resize & better display movie without studders & to fill entire screen even when movies are loaded sequendtially into stack "movies"
-- to btn "Windows" of group "DDMMenuBar of stack "DDMMemus" 2009-03-01 uncommented script to try to get caaptions to always update (prob when palette "DataDisplayControls" at least is showing and Image stack is clicked on side of window not on the "OvelayAndImageGroup"

2009-03-01 to open & close stack handlers of stack "mapsStackControlPalette" added script to change label of btn "show control Palette" of stack "map"
--2009-02-28 to stack "MapSearchList" makeList handler--2009-02-28 added line to change notice from "Making List, Plese wait..." to "No Objects Found on Map" into fld "Search Field" of Stack "MapSearchList" if none found on overlay
--to switchMap handler of mainstack script added script to copy imageNumber from the newly changed "OverlayAndImageGroup" group to the card & delete it from within that group
-- MapStackControlPaletteScript2009-02-14 moveme handler tests for 1:1 scale & resets if is 1:1 scale
--mainStack handler "checkForTextFileOfInitialSetting" 2009-02-11 --check & load text file Setting in DDM's home dir or load from Setting fld in stack "DataStack"
--btn "Show Control Palette" Stack "Map" 2009-02-14 opens & closes palette instead of just showing
--2009-02-13 fld "MapData" of Cd 1 of stack "DataStack"-(from ddm-svf) reworked setting & locking cursor to busy $ arrow
2009-02-10 in mainstack "getImage" handler fixed closure of stack "loadingStatus" (a scrollbar) by sending mouseUp to stack "loadingStatus" btn "cancel".
---2009-02-09 (from ddm-svf) replaced Switchmap handler in mainstck script -fixed title to "Map" stack 2009-02-10
--2009-02-09 (from ddm-svf) in all cards of Stack "MapFeaturesAccess"-commented out setControlsAccessMenuChecks in open & closeCard handlers respectively so palette doesn't appear in "Windows' Menu
--(from ddm-svf) in all cards of Stack "MapExplanation" commented out openCardWindowsMenuSetUpScript & closeCardWindowsMenuSetUpScript in openCard & closeCard handlers respectively so palette doesn't appear in "Windows' Menu
 --(from ddm-svf) in all cards of Stack "MapSearchList"   commented out openCardWindowsMenuSetUpScript & closeCardWindowsMenuSetUpScript in openCard & closeCard handlers respectively so palette doesn't appear in "Windows' Menu
--2009-02-23-Image1 to Image9 stackS - tooltip of "Fit Window" btn changed to "Reduces Image Scale to Completely Fit Inside the (Biggest Possible) Image Window"
---2009-02-22 mapstack -- to closeStack handler added reset of btn "Fit Window" of stack "mapStackControlPalette"
2009-02-04 -- corrected ddmUpdater script & applied change of 2008-09-26 to sequentially cycle horizontal data display palettes in Vista - which added script to palettes 'horzTypeXDataPalY' handlers edited script thtat controls placement of palettes when in Vista, so it accomodates the larger palette size in Vista & data can still be seen. (note: x = 3 to 12,, Y = 2 to 9) -
--2009-01-31 -- set script of stack "mapStackControlPalette" openstack handler to set loc of btn "ShowHideIcons" to 85,17 & of btn "Fit Window" to 33,24
--script of btn "Fit Window" of stack maopStackControlPalette to toggle label from "Fit Window" to "Scale to 1:1" & reset "ToolTip" accordingly
--"Map" stack script commented out last few line sof handler empty stack so doesn't resize stack to 300,200
-2009-01-29 added script of 2008-11-19 from Thomas McGrath III to btn "reOrder

Substackd" of stack "DataStack" to keep version 3.0+ of Rev from crashing
2009-01-21--updated ddm-template with ddmUpdater2009-01-21_1638 using btn 2008-12-17 to 2009-01-21
2009-01-20 finalized script in Image1 to 9 stacks of 2009-01-14 where I edited script for stacks Image1 to Image9 in 'FocusIn' handler & added capability along with changes in btn 'Fit Window' of stack 'ImageStackControlPalette' to resize stacks image1 to image9 to fit window & go to 1:1 scale & back
--in btn 'Fit Window' of stack 'ImageStackControlPalette' added after 'if the hilite of me is true' series of if-thens to resize to 1:1 and ImageStackControlPalette
2009-01-17 --set all flds in stack "ImageStackContolPalete" to Verdana and size 10
--set all flds in stack "MapStackContolPalete" to Verdana and size 10
--2009-01-12--009-01-12 updated ddm-Updater's script to delete any existing "Map Type" btns in stacks "MapFeaturesAccess" and "MapSTackControlPalette" and
-- added new stack "zFakeMenu2" used in Guided Tour
--2009-01-09 finished debugging version 2009-01-07
2009-01-06- edited btn "Copy Changes to Map Index" of Stack
2009-01-06- edited btn "Copy Changes to Map Index" of Stack "DataStack" so now also changes drop down menu btn "Map Type" on all cds of "MapFeaturesAccess" stack and only card of stack "MapStackControlPalette"
--Changed on stacks "MapStackControlPalette" & "MapFeaturesAccess" btn "Map Type..." to "Map Type" and made it into a drop down cascade style btn so can directly select map type which also involved changing the script of those two btns
--2009-01-03 edit btn "replaceOverlays..." of tab "Modify Overlays" of stack ProjectModifier" so can now import consecutive Image ovelays from "copy of ImageOverlays" stack
--2009-01-02edited script in DDMMenuBar gp of btn Controls-Access of stack DDMMenus to include single quotes in ask 'Image' Window of switch which
--added 2 btns in stack "DataStack" to include or remove "Save Data..." and "Save Figure..." as items in the "File" Menu, right side
--added three items: "Save Figure..." and "Save Image..." and "Save Map..." to the "File Menu" and put code to save Figure into this File btn script
2008-12-24 replaced script in fromCopyOfImageOverlays handler in btn "Replace Overlays..." of tab "Modify Overlays" of stack "ProjectMdofieir"
--2008-12-20 --in "map" stack- capability to copy secale measurements to other segments in setMapSegmentScale
--in btn "Set This Map Segment'ss Scale" of tab "Scale-Lat-Long" of stack "ProjectModifier"
--2008-12-18 --Added 'Format G# Stack Text" btn to tab "Editing Text" of stack "ProjectModifier" - automatically links and bolds linked words in associated script & set size, font to selected fonts.
-- fixed Tooltip in btn "Save New Settings File" of stack "preferencesAndSetUp"
--added script and Tooltip to player "thePlayer" of stack "Movies" that on mousedown, sets showcontroller of the player to true and sends reSizeStack to the stack script to refresh stack & get movie controller to show
--2008-12-16 initializes global globProgressBarUse when preOpen Cd1 of mainStack by looking at hilite of btn "progressBarUse" in stack PreferencesAndSetUp
--move newly amended preOpenCd handler of cds 1 to 20 of "Thumbnails" Stack to stack level, and set all cd's script to empty
--edited script of stack "LoadingStatus" so it honors globProgressBarUse and checks

status every second instead of 0.01 sec so is faster

--added script to stacks "CorrelationOfMapUnits, CrossSection, Figure1 to Figure4, Thumbnails, Map, mainstack to honor optional use of LoadingStatus" progress bar

--added script to mainstack's handler "checkForTextFileOfInitialSetting" to check setting of progressBarUse in that file

--added script to btn "Save New Settings File" of stack "PreferencesndSetUp"

--changed default textData in fld "settings" of stack "DataStack"

--added Tooltip to player "thePlayer " in stack "Movies" to resize stack if controller doesn't show

--2008-12-15 in all G# stacks in mouseUp handler find <if char 1 to 4 of globThingToFind = "Stop" then> and
   replace it with <if char 1 to 4 of globThingToFind = "Stop" and isNumber(char 5 to 6 of globThingToFind) then >
    so that it tests, for example " Stop01" (including the two number after word "stop" to automatically go on search

--2008-12-08 on Thumbnails stacks cds 1-20 sent all "overlayAndImageGroup" gps to back behind top left btns

--Added ToolTip in the QT player "thisPlayer" of stack Movie that tells user to resize the window if no controls appear at bottom of Movie

--added if-then statement to gp "magnifyBtn" of stack "ImageStackControlPalette" that tells user you can't magnify a Movie Window if the Movie Window is the top stack.

--2008-12-04 added script to fld "imageToMovieLookup" so it will automatically find image associated with QT movie in QT is not installed & give User the option to open it

---ShowHidePhotoIconsDDMHomeStack btn altered script so will also show hide field trip stop icons e.g. those named "FT01-Stop01", looks for "FT"

---GNumStackScript--2008-12-02 added switch to open G#" stacks in clicklink handler

--2008-11-19 in mainstack script, at end of SwitchMap handler, added <if exists (image "theTempImageBox" of stack "Map") then ..>

--in mainstack script, in getCdName handler, added check for alternative to movie

--2008-11-19 added new reorderstack script that works in Revolution version 3.0, thanks to Thomas McGrath III from Rev listserve community

--2008-11-18 --commented out reorderstck in prev. "Apply changes" btns of this Updater

--send mouseDown & MouseUp to "close All" btn of DDM Home Screen" after running each tn

--2008-11-17 to fld "MapData" of Cd 1 of stack "DataStack" in 'getMap' handler added script so if can't find correctly named card in 'mapOverlays' stack, need to close the open "Map" stack that was without any overlay

--mainStackScript--2008-11-17 added script to handler 'getImageOverlays' to automatically close an opened image stack if program couldn't find an overlay card with the image filename in the stack 'imageOverlays'

--2008-11-17 cleaned up "map" stack script removed old comments, still runs per 2008-10-25 to "Map" stack script, "selectStack" handler script added if then to reset the top of mapExplanation to top right of stack "MapFeturesAccess" stack

--2008-11-14 to Thumbnails stack script toward end of mouseUp handler, added to "if the AltKey is down <and fld "imageToMovieLookup" of stack "DataStack" contains

globPhotoToGet> then" to keep an "alt-click" or "option-click" with no movie associated from giving error message
--2008-11-08 added button Exist? to check files in target for image and movie files
2008-11-05 upated script of stack "Map" so on resume stack triggers stack "mapFeatuesAccess" and "MapExplanation" to relocate properly
--replaced stack "MapSearchList" with one that has more complete pull down menu button to located classes of features on list
2008-10-16 updated notes here to include all changes
2008-10-14 - To script of "Set Menus" buttons of mainStack and DDM Home Screen so they will let windows & Linux users re-open & make visible the RevMenuBar pallete that goes closes when an image or map window scrolls (they execute "MakeScrollBar" handler)
--to 'DataStack' added check boxes to add or remove a new choice of menu items to the "Controls-Access" menu.
--2008-10-07 in mainstack script, at end of 'makeScrollBars', 'findFeature' & 'findItAgain' handlers added an "if-then" e.g. 'if the platform = "MacOS" then hide stack revMenuBar' so it isn't hidden to the Windows & Linux users who need it
--replaced 'Thumbnails' stack with new one that has scrolling bars active both verticaly & Horizonatally on all 20 cards (deleted cds 21 to 30, since they would contain images > S#999)
2008-09-16 edited script to projectModifier's btn "LocateLatLOng" of tab ""scale-lat-long"
--added capability to add stack "LatLongAdder" if it isn't already included
--note: DDM-Template has new way of handling Text field with single letter content used to access to parts of map segments & new script for fields that are map segment outlinnes - must add all new ones or ithey won't work but prev. kind are OK by themselves
--2008-10-14 updated stack "thumbnails" so vert & horiz scrolling works on all cards, as well as alt-drag and new tooltips work on all & eliminated cds 21 to 30, not needed, since they would display images with S# > S#999.
--2008-10-07 in mainStack Script--added at end of 'makeScrollBars', 'findFeature' & 'findItAgain' handlers --if the platform = "MacOS" then hide stack revMenuBar so it isn't lost (closed or hidden) to Linux or Windows users
-In DataStack updated checkboxes to include or exclude Menu Items to 'Controls-Access" menu
--2008-10-06 --removed excess stack script in horizPalType3DataPal1 to horizPalType12DataPal1
--2008-09-25 in stacks "horizTypeXDataPalY" where X = 3 to 12 & Y = 2 to 9 edited script that in Vista locations of all overlapping data palettes moved to fit larger palettes
--also edited magnet of verticalChemPalL1 & verticalChemPal1 stack 1 of both series--note need to check mode & if open then send open stack to them each after move location and then critcally for all windows environments have to find the top stack & go to it (or open it) else the open palettes doesn't "take" or update on the screen.
2008-08-19 --fldAreaJPEGstackDDMHomeScreen2008-06-01 added noMouseUp handler so letter fields can call it to open map at theclickLoc (from DDM-SVF)
--added shortened script so simple fieldwith letters e.g. "ne" named for example "ne.jpg" located in correct place in map area will call noMouseUp handler (modified

above) and open map scrolled to that location (adapted from DDM-SVF)
--added change to fld "MapData" of Cd1 of stack "DataStack" 2008-06-12 check of hilite of btn "Open Map Features Palette On Opening Map" of Stack "PreferencesandSetUp" = "true" then open stack "MapFeaturesAccess"
--in mouseUp handler if btn "Tools" set the loc of btn "Tools" of stack "mapStackControlPalette' to 255,8 from 246,8
--set the topLeft of stack "MapTools" to 60,174 instead of 20,174
--moved btns in home sccreen to better loctions
--changed all btn fonts ofhome screen to Verdana
2008-08-16--
--G#Stacks 2008-08-01--in clickLink handler commented out change that added "/" at end of http and www links2008-08-01
--in stack "MapTools" changed x location of TopLeft of stack from 10 to 120
--in map stack getMapOvewrlay handler corrected script to open proper stack if btn "Open Map Explanation Palette On Opening Map" of stack "PreferencesandSetUp" is true then open stack "MapExplanation" or if the hilite of btn "Open 'Map Search List' Palette On Opening Map" of stack "PreferencesandSetUp" is true then open stack "MapSearchList" are selected.
----btn "OrClickToEnterImageMovieNumber" of Cds 1& 2 of Stack "IconMaker" 2008-07-24 added answer Note at end of script to click on Image Icon NOT Movie Icon
2008-07-22--edited btns LatLongDisplay1 to 5, of cd PointFormatChooser of StackLatLongAdder to better enable setting lat on long map.
--2008-07-08 adds stacks giving framework for Tour to all DDMs if not already included :
"zFakeMenu.rev,zFakeDialog2.rev,zFakeDialog.rev,AutoTourGuide.rev,TourInProgress.rev,TourPaused.rev,TourWelcome.rev,TourControl.rev" into TheseTourStacks
 -- in mainStackScript---2008-08-09 to findCaptionText added to line so better get caption from key words of Index of Images if none included
--Type1ClickList2008-05-12 at end of openStack & closeCtack handlers change made to manage label of btn "ALLClickListsOpenClose" of stack "DataDisplayControls"
--Type2to9ClickList2008-05-12 at end of openStack & closeCtack handlers changes made to manage label of btn "ALLClickListsOpenClose" of stack "DataDisplayControls"
--Type10toType12ClickList2008-05-12 at end of openStack & closeCtack handlers change made to manage label of btn "ALLClickListsOpenClose" of stack "DataDisplayControls"
--2008-08-06 at end of script in "button" actually groupReorderClickListPalettesLeftToRightstack of stack "DataDisplayControlPalette" added lines to "put the topStack into thisTopStack --e.g. stack "DynamicDigitalMapHomeScreen" of stack "/Users/ccondit/ddm-svf/ddm-svf-2008-07-03.rev" and then to " go to thisTopStack" to force windows computers to update order of palettes (not done until a toplevel stack is gone to

2008-07-01 changed "Get..." of IndexOFImages stack so is not the focus of stack.
--added "fld "Automated Tour Started" to Main stack
--edited stack "IndexOfCorCharts" & added sort buttons
--generalized script to SaveData stack's type1Data to type12Data btns

--in mainStackScript--1 added OpenIntour handler so can run in tour after resetting the preferences

--in mainStackScript-- added checkForTextFileOfInitialSetting handler so can read ddm-XXX-Settings.txt file if in same dir & set accordingly

2008-07-01 changed "Get..." of IndexOFImages stack so is not the focus of stack.

--added "fld "Automated Tour Started" to Main stack

--edited stack "IndexOfCorCharts" & added sort buttons

2008-06-26 added (identical) script to "set Menus" btns on main stack & Home Screen to set the vis of revMenuBAr stack if in development statge and using Wind32 platform

2008-06-24 added btns to to stack "SaveData" used to save 3 kinds of Vent data (found in fields of "FigureOverlays" stack).

-modified script to "Quit" btn & changed it's label to "Quit..." & added "Save Data" btn to Home Screen

--in "Map" stack script qualified the "hid revMenuBar" so it doens't apply to "Win32" platform

2008-06-23 added script to btns "Save into New Settings File" and 'Save Settings and Quit' of stack "PreferencesandSetUp" to check if writing to or trying to write to a locked file or disk & giving you notice of same.

--To numerous save data btns - check to see if locked disk - on "SaveData" stack, in stack level & btn level scripts, on ImageStackcontrolPalette "SaveImage..." btn, and MapStackControlPalette stacks

2008-06-19 (6-12 to 6-19) developed query & save for an external settings file, added to mainstack and cd 1 of mainstack scripts - external settings file is named, for example "ddm-svf-Settings.txt".

--starts in cd 1 of mainstack's preOpenCard handler, which calls "checkForTextFileOfInitialSetting" handler found in mainstack script,

--Also modified PreferencesandSetUp stack by adding btn allowing you to save settings found on that stack to a text file, which will be read on statup of application (if found in same folder as the application) and will apply those settings to the application.

-added to btn "File" of group "DDMMenuBar" of cd 1 of DDMMenuBar" of stack "DDMMenu" so when you shut down you have option to open the "PreferencesandSetUp" & set them & then save them or save then & continue with quit.

2008-06-12 in fldMapDataCd1 of stack "DataStack" added test of the hilite of btn "Open Map Features Palette On Opening Map" of Stack "PreferencesandSetUp" = "true" then open stack "MapFeaturesAccess"

--to mainstack script added handler "checkForTextFileOfInitialSetting"

--to PreferencesAndSetUp stack added btn "Save These Into New Settings File"

--to "DataStack" added fld "Settings" which contains a default settings text file used if not found in same folder as application when it starts

2008-06-06 in main Stack script, wherever globWebAccess = true, added <set the cursor to watch> & after we unload URL added <set the cursor to arrow> (also added back to arrow setting, after checking if file exists)

--ditto the above in fld MapData Cd1 of stack "DataStack"--2006-06-06

--dittio for stacks Figure1 to Figure4, these stack's "getfiguresImage" handlers

--ditto for stack CrossSection--added <set the cursor to watch & back to arrow after load from web, and commented out using progress bar

--ditto for cds1 to 30 script of stackThumbnails in preOpenCard- handler added set the cursor to watch & back to arrow after using web for URL access

2008-06-04 --adding in check for "ddm-xxx-settings.txt" file & capability to write one out to retain settings for next start

2008-06-02 to fld "type3Data" of stack "AnalyticalData"a added <send setMyLoc to stack chemPalName> to correctly locate type3 Data palettes next to previous palette

--added more code to make TourControl work smoother, esp. to open mapTools reliably in Tour

2008-06-01

--changed script to mouseUp handlers of all single "area" fields designations so they hand the clickLoc to the map segment field's newly added "noMouseUp" handlers to open map at the clickLoc

--added noMouseUp handler to 3 map segment fields namded "wsvf, csvf,jpg, and esvf.jpg" after maps egs that open, , same as mouseUp handler except clicLoc is handed to the handler from letter field that was clicked on.

--fld "Type2Data" of Stack "AnalyticalData" --2008-06-01 stack ht set to -22 not -25 bottom of field "analysis" of stack chemPalName

--2008-05-29

--in preOpenStack script changed location of vertChemPaletteL1

--set the hilite colors of btns "Data?" & "CloseAll" of stack "DataDisplayControls" to yellow

--edited script of group "ReorderClickListPalettesLeftToRight" of stack"DataDisplayControls" (a palette) so it works on windows - needed to be told to go to stack DynamicdigitalMapHomeScreen" at end (that is a top level srtack) so it worked -otherewise it just mixed them up in different order.

--208-05-27 to btn "Set Menus" of DDM Home Screen" added test to open stack "revMenubars" in platfrom = "Win32" & set the vis of the stack to true

--2008-05-23 - altered script of btn "Controls-Access" of stack "DDMMenus", called from "Data?" btn of "DataDisplayControls" -to handler "availableData" added <return & > before globStringToFind

--the above along with changes in script of Type2ClickList to Type12ClickList "Find Text" btn script now only finds sample in Column 1 that has a 'return" preceeding word, so for example unit or other sample names part of whose text includes that sample ID aren't found instead of the sample itself.

--script of Type2ClickList to Type12ClickList "Find Text" btns & "Find Again" btns nw better center found hilited line

--reworked SVF whole-rock data so *, †, are placed after the sample name

--2008-05-22 to stack "LoadingStatus" handler loadImage" inserted <exit loadImage> so stack isn't used anymore (slows down processes & with increased net speed not needed now)

--to btn "Controls-Access" of stack ddmMenus handler availableData added <return> before globStringtoFind so only finds whole sanple/unit in list in this type of search only,otherwise partial strings ok

--2008-05-21--added btn RevMenuBarOnOff to group "Modify Overlays" of stack "ProjectModifier" so that when you scroll image or map you can elect not to have RevScrollBars automatically shown as per last word of this btn's label (On or OFF)

--modfied Map and main stack script makeScrollBars so that when you scroll image or map you can elect not to have RevScrollBars automatically shown as per btn setting above

--modified mains stack script fitndFeature & findItAgain handelers as above
--modified txt of field that names btn "RelocateImageBox" of group "Modify Overlays" of stack "ProjectModifier"
-- in main stack script, in "getImage" handler commented out <send "loadImage globImageFileToOpen, ProductNameExt"......> so don't use progress bas which w slowing stuff down a lot
--in fldMapDataCd1DataStack commented out send "loadImage GlobFileToGet" to stack "LoadingStatus" & replaced with <put URL GlobFileToGet into image "TheImageBox" of this stack> because much faster
2008-05-15 in mainStackScript --added "openInTour "handler to automatically start tour
-- at end of "openCard" handler of cd 1 of mainstack added check to see if the stacksname ends with a "T" and if so, it sends "openInTour" to mainstack
2008-05-14 & 15 in mainstack, switchMap handler added lockMessages to speed up themaic map changes & "unlock messages" along with <delete image "theTempImageBox"> at end of handler
2008-05-14 in "Map" stack, emptyImageSwitchMap handler, added "theTempImageBox" to variable "KeepThese" so it is not removed before the new image for "theImageBox" is filled
2008-05-12 in Movies stack, in closeStack handler, modified test toward end of handler (x = 0, not x=1) so it will close stack ImagStackControlPalette if stacks image1 to image9 are not open
--to stacks Type1ClickList to Type12ClickList added script at end of openStack and much of closeStack handlers to check & see if newly modified (& renamed) btn "ALLClickListsOpenClose" of stack "DataDisplayControls" needs to have label changed from "Open" to "Close"
--to btn "Close" of stack "DataDisplayControls" removed script hid btn, and in this btn, place added a group that reorders the stacking of TypeXClickLists from left to right (is 3 overlapping rectangles).
--to btn "Find Text" of stack Type1ClickList" added script to make sure it looks for return & stringWanted so it doesn't find a unit based on partial letters embedded within a unit ID.
2008-05-09 Added btn "Change Access Path" to "DynamicDigitalMapHomeScreen" & script in mouseUp handlers of main stack's btns "Use WEB Access" and "Use Local Access" btns
--edited "Save Image" of stack "ImageStackControlPalette" so can save frame of movie stack as a jpeg image.

2008-05-09 Added btn "Change Access Path" to "DynamicDigitalMapHomeScreen" & script in mouseUp handlers of main stack's btns "Use WEB Access" and "Use Local Access" btns
--edited "Save Image" of stack "ImageStackControlPalette" so can save frame of movie stack as a jpeg image.

2008-04-24 to 2008-05-08 NEED TO ADD

2008-04-23 moved <set decorations of stack "DynamicDigitalMapHomeScreen" to title,minimize> from it's own stack's preOpenStack handler to the main stack's preOpenStack handler (so stack doens't move when it makes this change) and made

it non-conditional (was set to do that only if the environment was standAlone).
--in "showCap" handler of btn "Cap" of stack "imageStackControlPalette"
uncommented line to < open invisible Stack "ImageStackCaption> first before
adding text in it's field else or in StandAlones for Mac (only) the DDM program quits
using Rev2.9.0 build 610
2008-04-03-- (see above, removed from here 2008-04-23) in preOpenstack handler
of stack "DynamicDigitalMapHomeScreen" set decorations of mainstack to
title,minimize only when made into a standalone application so can't close
2008-04-01 -- updated script of "Apply changes 2008-02-21 to ..." btn of
DDMUpdater
2008-03-30 -in ProjectModifier stack, reworked script of "UnGroup Overlay" and
"Group Overlay" to reset color & label (either "Image Locked" or "Move Image") of
btn named "RelocateImageBox" & reworked script of btn "RelocateImageBox" to also
move & resite size of grc "Line1" & image "theImageBox" & fld "ImageNumber"--
--Also in stack "ProjectModifier" deleted fld ""moveImageBack" of & fld "Can'tMove"
--to stacks "Image1" to "Image9" in handler "FocusIn" added test for
ProjectModifier" & if open reset btn "RelocateImageBox" to correct state by testing if
exists(group "OverlayAndImageGroup")
--CrossSectionstack2008-03-28 --to closeCard handler added "set the vis of this
stack to false" & then true to tidy it up-
--CorrelationOfMapUnits--2008-03-27--replaced "figure1" with
"CorrelationofMapUnits" in 'groupOverlay'
--   handler & in "closeCard" handler set the vis of stack to false & then true to
speed & tidy up process
2008-03-11-in stack "Movies" in openQTMovie handler, set the topLeft of this stack
to item 1 of the working screenRect, 38
--cd1 of Map stack- added "of control ID etc..." to setFontSize handler (prev script
didn't specify the object's id, so it didn't get done)
2008-03-10 --in script of stack "CorrelationOfMapUnits" set up default to open a
single "generic.jpg" cd for each thematic map type in map if a specific one is not
included (done in handlers "getRightCard" & "getCOMUimage")
--in fld "CorChartListField of Cd "CorChartListCard" of Stack "IndexofCorCharts" is
set up to set the default to open a single "generic.jpg" cd for each thematic map
type in map if a specific one is not included in "mouseUp" handler
--in btn "Fit Screen" of Stack "ImageStackControlPalette" -if use the "Fit Window"
btn with hilite on (true) and Movie stack is top stack, it sets the "Fit Window" btn's
hilite to off & tells you so
2008-03-05 --added globFitWindowImage1 (to Image9) variables to keep tack of Fit
Window" on Image1 to Image9 stacks,
--edited script to stacks Image1 to Image9 stack--2008-03-05 -- added
globFitWindowImage1 at end of FocusIn handler & setFitWindowGlobalTrue &
setFitWindowGlobalFalse handlers
--to mainStackScript2008-03-05 to magnifyGeneralCdScript handler added to <if
then of "Fit Window" to send setFitWindowGlobalTrue to stack
ThisStacksName--2008-03-05
--to saveImageBtn_ImageStackControlPalette--2008-03-05 added option to save
just entire jpeg or rect as before
--to script of stack ImageStackControlPalette--2008-03-05 set the hilite of btn "Fit
Window" to false when closeStack

2008-03-04 -reordered script in the Updater
"Apply changes made from 2008-02-21 to 2008-02-29"
2008-02-28--on stacks Image1 to Image9 in stack script, added capability to show/
hide labels, show/hide camera icons, and added capability to "fit window" to
demagnify image unit you see the entire image in the window.
--modified stack "ImageStackcontrolPalette" to accommodate the above with new
buttons & modified script
--modified mainStack Script--magnifyGeneralCdScript hanlder to add "fit Window"
capaiblity for Image1 to image9 stacks --2008-02-28
--uncommented last line in handler setImageStackControlPal
--added small mods to handlers setThisToLoc & setToDifferentSize to accommodate
the above

--2008-02-21 --in PreferencesandSetUp_stack added preOpenStack handler to test
& if environment = "StandAlone application" then set the resizable of this stack to
false esle set to true
--2008-02-20---to cd 1 of main stack the script "screenrect" replaced by "working
screenRect" - also commented out if platform = "win32" then put globscreenHt - 32
into globscreenHt & other references to having shorten stack due to Window's bar
across the bottom
--Note: the "working screenRect" takes into account the placement of OS specific
"furniture" (e.g. task bars, Docks, Menubars)
--above changes also made to stacks Figure1 to Figure4, "movies",
"CorrelationOfMapUnits" & "Map" & also to script of fld "MapDaqta" of stack
"DataStack" & cd 1 of mainStack where it sets globScreenHeight and
globScreenWidth from (now) the working screenRect
--to cd1 of DDMMenus stack, applied change to resumeStack handler to keep the
stack's topleft at 0,-7 when being used in Windows environment-
--to stack "Map" set it's topLeft to 10,50 in Windows so can read Map's title (on
Windows it is left justified, and so hides behind the Menu stack)
--2008-02-05 00-in btn "SaveEditsIntoOverlays" of stack "ProjectModifier" and newly
added "Set Overlays btn added lines to open stacks "ImageOverlays" and
"MapOverlaqys" and "FigureOverlays" before copying gp "OverlaqyAndImageGroup"
to their rrespective map or image or figure caqrd - else get objects in group that
have IDs of 0, and can't make standalone.
--2008-02-01-corrected AnalyticalDataStack Script added "+ 1" to scrollToUnitLine1
(& scrollToUnitLine2) handlers so correct unit is hilited
--on stack "ProjectModifier" changed name & label of btn "Copy Object To Other
Maps..." to "Open Map Overlay Objects List..." & also tooltip to "Use to Select
Objects to Manipulate or Copy To Another Map Overlay..."
--on stack "ProjectModifier" changed script of btn "Analytical Data" of group "Open
Stacks" to just open the stack, enter it & make it visible but not to close it, if it is
open already....
--2008-01-23To in mainStack script added <set the cursor to arrow> at end of
handler "FakeGrabber" -- applies to stacks Image1 to Image9
--to mainStack script added increaseScroll and decreaseScroll handlers to work from
rawKeyDown call from group "overlayandImageGroup" of stacks Image1 to Image9
--to mainStack makeScrollBars handler added lines to set script of group
"overlayandImageGroup" of stacks Image1 to Image9 to add handler rawKeyDown

(scrpt is also added to Figure1 to Figure4 stacks, etc.

-2008-01-22--determined the new Rev2.9.-dp3 build 520 has problems with copying usable scroll bars on stacks Image1 to Image9 -reverted to using 2.8.1 build 472

-2008-01-18 to script of "Map" stack's group "overlayAndImageGroup" removed mouseDown handler & moved it's function to the mouseDown of the "Map" stack to allow the rawkeyDown handler work in StandAlones & also keep measurement tools working (note script is stored as the script of cd 1 of the "MeasurementCollectionPalette" stack and it is added (set) to the group "OverlayandImageGroup"

--2008-01-16 to "Map" stack handlers findFeature, FindAgain & findXYlocation, at end added <if the environment = "development" then:hide stack "revMenuBar":end if>

2008-01-11 --edited handler 'getType1Data' of stack "analyticalData" to include clicks on flow numbers along with vent numbers (e.g. V9823 & f9823) to get unit descriptions (for this DDM only), edited ESVF maps a bit

--edited "map" stack mouseUp handler to exit if "field" is word 1 of target short name, also if other symbols like 'y' 'o' 'U' 'D' and also object names like 'horzline' 'vertline' are clicked

--In Thumbnails_Stack In "Thumbnails" stack, incorporated script to enable one to alt-click on image to see caption in pop-up field created by script

- also threw away mouseUphandler of script associated with fields that overlay thumbnails, which is now incorparted in mouseUp handler of stackscript (mostly)

--Edited IconMaker stack big icons, moving some label S#'s around to better show them

--2007-12-26--added scroll capability with mouse wheel in 3 handlers added to script that is set to group "OverlayAndImageGroup" when this group is copied to newly opened "Map" stack - this script is stored in cd 1 of the stack "MeasurementCollectionPalette"

--2008-01-06 (2007-12-26) Fixed FinishedIcons stack's cd & stack scripts and script for fld "SelectGroupedControls"

--2007-12-17-edited closeStack handler in script of Image1 to Image9 stacks and to last check to see if other image stacks or movie stack is open, added <else send focusIn to stack ImageStackCheck.

--2007-11-30 Changed name of this program from DDM_Updater2007-11-29 to ddmUpdater2007-11-30

2007-11-30 edited script to btn "EditGNumberStackSave" of stack "ProjectModifer", of group "EditText" (tab) to check if exists(globGstackWorkingOn) and appended "Save" to end of this button's name.

--2007-11-29 edited these notes (only change from the earier version (Updater2007-11-28)

--2007-11-28 To stack "FinishedIcons" added field that says the Tool is changed to Pointer and to select Groups only, and to OpenStack handler edited script to place window in the upper right to get it out of the way of an inadvertant mouseEnter that changes the tool to Pointer & group selection only

--2007-10-16 to getType2Data (major whole-rock chem analyses) added script to test if have Lat & Long data at bottom of analysis & if so, to shorten it so it doesn't clutter up palete with too long a number.

--2007-10-05 edited addObjectToOverlay btn, Project Modifer - commented out

restrictions that limited mag or de-mag of maps with measurements
--edited MapStackCd1 script the "MagnifyWd" script that limited scale change (mag, demag, fitWindow) when have added measurements to Maps
--- in cd1 of mapstack setFontSize handler commented out limiting fontSize to 9 if get smaller that 7
--2007-10-04 (& 10-02 & 10-03) added FitWindow capability for Maps & altered script in cd1 of map stack, map stack, btn fitWindow of mapWindowControlPalette stack and mainstack's SwitchMap handler to allow map to "fitWindow" & also change thematic map when Fit Window map is open
2007-09-28 and script to btn ShowHideIndexOutlines of DDM HomeStack so it doesn't show Tour Grapics if they exist when it shows & hides outlines
2007-09-17-- added scrip[t to run with included stack to just replace the stacks or add new stacks if needed
2007-09-09 modified script to btn "SaveEditsIntoOverlays" of Stack ProjectModifier so will reopen map, image or figure window to same scoll if applicable, when you save overlay.
--edited cd 1 script of Map stack so it can now scales to fit window
-- modifed mapstackControlPalette to add btn "Fit Window"
--added script ot cd 1 of Map stack so it scales font & resets font type when scale to fit window or reduce font size to < 7
2007-08-27--in stack "Map" script at end of polycalc & measureStuff handlers added <send NoMouseUp to btn "Add Objects To Overlay" of cd 1 of stack "projectModifier"> to add measurement polygon & field label to scrolling group "overlayAndImageGroup"
--added noMouseUp handler to "Add Objects To Overlay" of cd 1 of stack "projectModifier" which effectively adds new measurments to overlay with no notices, only a beep so the user can scroll them along with the map.
---207-08-24-edited "fakeGrabber" handler of stack "Map" so that grabber icon is changed back to arrow when control or commnad key is released or when mouse is up
-2007-08-16 to script of fld "ImageToMovieLookup" of stack "DataStack" changed script so an image can be cale dup after a correlative movie has been opened - before sent back to the movie & reopened it. - Only affect dual purpose (green) movie-image "icons" (actually groups that act like icons)
-2007-08-13 to cd1 of stack "ImageIconMaker" added script & global variable with ID of last icon made to make sure to the last icon created get a green fill pattern
--to btn "(1) Click to Enter Image Number" added script to set gloabl mentioned abouve to false so new camera icon body fill stays black
-to stack "ImageIconMaker"'s fld "CameraScriptForImageOrMovie" changed script so it gets movie more reliably if Option-clicked.
NOTE - to DDM-Template of 2007-08-13 added second card to stack "ImageIconMaker" enabling one to make small camera icons.
--2007-07-24 -to btn "Close All" of stack ImageStackControlPalette" added <close stack movies> to mouseUp handler
--2007-07-20 in mapStack's handler SetMapSegScale changed itemDel back from ":" to "/" & reset to get -2 to -1 items
--in Stack "MapSearchList"script, speeded up makeList handler by putting tests for geogNames into repeat for each loop
--2007-07-19 to Btn "Scroll List To:" of Stacks"MapSearchList" & also

"MapObjectList" --put this Stack's name into var so script will work on both stacks MapSearchList & MapObjectList

--refined script of Stacks"MapSearchList" & also "MapObjectList" to better separate out objects like sample _Locus, Sample Labels, Vent labels, vent _Locus etc.

--refined script of btns "Copy..." and "Select on Map" of stack "MapObjectList" so will generate list of objects not found to selecct or copy.

--2007-07-17 to the "ProjectModifer" stack, cd 1 group "Modify Overlays" I renamed btn " _Site" to "_Locus", & replaced all fld and btns named "SiteAdderxxxxxxx" with "SiteLocusAdderXXXX" & rearranged btns and associated fields so I could add a field "SiteLocusAdderWithWhiteLabel" - nte script changes all reflect these name changes - this included changing ToolTips too

--modified script in btn "Add Sites" of cd 1 group "Modify Overlays" of stack "ProjectModifer" to rreflect name changes as above

--modified script to stacks "MapOjectList" & "MapSearchList" to better display _Site and _Locus named objects and see samples and units and include them in list ordered that way

--2007-07-08 "AnalyticalData" StackScript - added ability to recognize & " " symbol before sample site name in "checkDataFormat" handler again(?)

--2007-07-05 DDMMenusStack sets the stack style to palette for Windows to keep floating above other stacks

--btn "Add Sites" of group "modify Overlays" of cd 1 of stack "ProjectModifer" - script now automatically gets the Map No. instead of asking for it

--   switch sequence added to check if need to add lat-long coords to for the NW & SE

--   corner pixels of Map in theImageBox into fld "MapLatLongData" of stack "DataStack"

--in DynamicDigitalMapHomeScreen stack, in openstack handler deleted 'put empty into globMapType' and also deleted the commented out script setting globMapType' by checking hilites of the mapprod1 to 9 hilites on this stack - Repeat loop checking for 'globMapType' in is now in preOpenStack script and is limited to 1 to 8, since 9 is UTM and is not installed yet

--2007-06-29 btnFind_Text_stack MapOjectList

--2007-06-28 In stack MapOjectList added "Search Field Lower" that mimics and is lower than existing "Search Field" so can scroll it with the hilite and mimic that scroll in the upper (covering) field without disturbing the hiltes used to select objects

--btn FindAgain cd1 StackMapObjectList

--in MapSearchList Stack Script added group "NamedFeatures" to "GeogNames" as group sorted for

--2007-06-27-- in DynamicDigitalMapHomeScreen stack, in openstack handler deleted 'put empty into globMapType' and also deleted the commented out script setting globMapType' by checking hilites of the mapprod1 to 9 hilites on this stack

--also in DynamicDigitalMapHomeScreen closeStack handler added if exists(image "NSF_Logo") then ....

--2007-06-27 btn "Select on Map.." of Stack "MapObjectList" commented out line "put the number of lines in varSearchFieldList" (was putting it into msg)

---2007-06-25 - UseLocalAccess Btn MainStack checks & sets globMapType & loads correct indexmap in home stack

--UseWEBAccessBtnMainStack2007-06-25 checks & sets globMapType & loads correct indexmap in home stack

--2007-06-25 btn"add Sites" of group "modify Overlays" of cd 1 of stack "ProjectModifer" -Edit message on Map number to enter
--2007-06-22 Updated explanation text below fixing typos and making them a bit more complete
--added check to see if btn "Scroll List To:" of stack "MapSearchList" already exists & if so delete it before you copy a new version to the stack
--moved the scrip to copy the btn "Scroll List To:" of stack "MapSearchList" to 2007-06-22 btns of Updater.
--2007-06-21 Modified script of btn "LocateLatLong" of cd1 of "ProjectModifier" stack to give user the option to tell program the pixels that the lat long coordinates refer to are the top left and bottom right corners of the map image instead of a pixel the user selects with a mouse click.
--2007-06-20 -- in MapSearchList stack, changed loc of grc "MoveToUpperLeft" to 133,7 (set by script to keep its location)
-- changed script of that grc "MoveToUpperLeft" of MapSearchList so it relocates itself to 133,7 when done doing its thing
--this version of MapSearchList stack script correctly generates items included on pull-down btn of MapSearchList palette
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--2007-06-19--edited stacks Figure1 to Figure4 getRightCd handler to better resize stack when it opens so it no longer leaves the scroll bars in scrolled state, if not needed -- also edited the Find and Find again pop-up text to refer to the Figure and not the Correlation Chart
--2007-06-15 edited script to btn "Ungroup Overlay" of Stack "ProjectModifier" to eliminate unwanted "ImageNumber" flds and make sure they are correctly numbered.
--changed "getMapOverlay" handler of "Map" stack script to make sure fld "ImageNumber" has correct value (now taken from Map stack's title), and modified handlers "emptyImage" and "emptyImageSwitchMap" so that they remove all extra "ImageNumber" flds and "OverlayAndImageGroup" groups
2007-06-12 ----2007-06-12 moved & modified handler "setImageStackControlPal" from stack script of image1 to image9 stacks to mainstack script
--added "MoveMe" handler to "MapExplanation" stack script to move back into position next to MapFeaturesAccess palette when map is brought to top stack (called from "VisControl " handler of Map stack script)
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--edited stack script for Figure1 to Figure4 to get map explanation to move if it is displayed and Figures in top stack position in handlers "resumeStack" , "focusIn" and "setImageStackControlPal (of the Figure1 to 4 stack's script)
----added script to exit handler in getClickListmap handler of fld PhotoListField of cd PhotoListCard of stack IndexOfMaps
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  --2007-06-11 to mainStack's "SwitchMap" handler, at bottom, added if-then test to that stacks "mapsSearchList" and "MapObjectList" close and reOpen, so it updates their lists when one changes thematic maps

--2007-06-11 MakeSearchList stack script at end of MakeLists handler, where it tests for num lines in a list,
--   I added = to the > so now it is >= so single occurrences are included
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--2007-05-03 btnCopyofStackMapObjectList-
--2007-04-30 btn_OKdataFormat_of_cd1_of_stk_LatLongAdder
--btn_latLongDisplay1_of_stk_LatLongAdder2007-04-30
--btn_latLongDisplay2_of_stk_LatLongAdder2007-04-30
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--stack_LatLongAdder-2007-04-30
--2007-04-30 stacksType8-12ClickList commented out the line:
--   put empty into fld "DataList"
--   in closeStack handler of stacks ◇ type8ClickList/ to ◇ Type12ClickList/
2007-04-26--Search_Field_Stack_MapSearchList
MapSearchListScript2007-04-26 --added new sorts for geog feature, vents, flow#, other features
--2008-04-23 moved <set decorations of stack "DynamicDigitalMapHomeScreen" to title,minimize> from it's own stack's (stack "DynamicDigitalMapHomeScreen") preOpenStack handler to the main stack's preOpenStack handler and made it non-conditional (was set to do that only if the environment was standAlone). this done to keep stack from moving when change made when the Home Screen is first opened
2008-04-03 -- in preOpenstack handler of stack "DynamicDigitalMapHomeScreen" set decorations to title,minimize only when made into a standalone application so can't close
2008-04-01 -- updated script of "Apply changes ..." btn
2008-03-30 -in ProjectModifier stack, reworked script of "UnGroup Overlay" and "Group Overlay" to reset color & label (either "Image Locked" or "Move Image") of

btn named "RelocateImageBox" & reworked script of btn "RelocateImageBox" to also move & resite size of grc "Line1" & image "theImageBox" & fld "ImageNumber"--
--Also in stack "ProjectModifier" deleted fld ""moveImageBack" of & fld "Can'tMove"
--to stacks "Image1" to "Image9" in handler "FocusIn" added test for ProjectModifier" & if open reset btn "RelocateImageBox" to correct state by testing if exists(group "OverlayAndImageGroup")
--CrossSectionstack2008-03-28 --to closeCard handler added "set the vis of this stack to false" & then true to tidy it up-
--CorrelationOfMapUnits--2008-03-27--replaced "figure1" with "CorrelationofMapUnits" in 'groupOverlay'
--   handler & in "closeCard" handler set the vis of stack to false & then true to speed & tidy up process
2008-03-11 --in stack" Movies" script, in openQTMovie handler, set the topLeft of this stack to item 1 of the working screenRect, 38 (twice)
--cd 1 of "Map" stack - added "of control ID etc..." to setFontSize handler (prev script didn't specify the id, so it didn't get done)
2008-03-10 --in script of stack "CorrelationOfMapUnits" set up default to open a single "generic.jpg" cd for each thematic map type in map if a specific one is not included (done in handlers "getRightCard" & "getCOMUimage")
--in fld "CorChartListField of Cd "CorChartListCard" of Stack "IndexofCorCharts" is set up to set the default to open a single "generic.jpg" cd for each thematic map type in map if a specific one is not included in "mouseUp" handler
--in btn "Fit Window" of Stack "ImageStackControlPalette" -if use the "Fit Window" btn with hilite on (true) and Movie stack is top stack, it sets the "Fit Window" btn's hilite to off & tells you so
2008-03-05 --added globFitWindowImage1 (to Image9) variables to keep tack of Fit Windw" on Image1 to Image9 stacks:
--edited script to stacks Image1 to Image9 stack--2008-03-05 -- added globFitWindowImage1 at end of FocusIn handler & setFitWindowGlobalTrue & setFitWindowGlobalFalse handlers
--to mainStackScript2008-03-05 to magnifyGeneralCdScript handler added to <if then of "Fit Window" to send setFitWindowGlobalTrue to stack ThisStacksName--2008-03-05
--to saveImageBtn_ImageStackControlPalette--2008-03-05 added option to save just entire jpeg or rect as before
--to script of stack ImageStackControlPalette--2008-03-05 set the hilite of btn "Fit Window" to false when closeStack
2008-03-04 -reordered script in the Updater
"Apply changes made from 2008-02-21 to 2008-02-29"
2008-02-28--on stacks Image1 to Image9 in stack script, added capability to show/ hide labels, show/hide camera icons, and added capability to "fit window" to demagnify image unit you see the entire image in the window.
--modified stack "ImageStackcontrolPalette" to accommodate the above with new buttons & modified script
--modified mainStack Script--magnifyGeneralCdScript hanlder to add "fit Window" capaiblity for Image1 to image9 stacks --2008-02-28
--uncommented last line in handler setImageStackControlPal
--added small mods to handlers setThisToLoc & setToDifferentSize to accommodate the above

2008-02-21 --in PreferencesandSetUp_stack added preOpenStack handler to test & if environment = "StandAlone application" then set the resizable of this stack to false esle set to true

--2008-02-20---to cd 1 of main stack the script "screenrect" replaced by "working screenRect" - also commented out if platform = "win32" then put globscreenHt - 32 into globscreenHt & other references to having shorten stack due to Window's bar across the bottom

--Note: the "working screenRect" takes into account the placement of OS specific "furniture" (e.g. task bars, Docks, Menubars)

--above changes also made to stacks Figure1 to Figure4, "movies", "CorrelationOfMapUnits" & "Map" & also to script of fld "MapDaqta" of stack "DataStack" & cd 1 of mainStack where it sets globScreenHeight and globScreenWidth from (now) the working screenRect

--to cd1 of DDMMenus stack, applied change to resumeStack handler to keep the stack's topleft at 0,-7 when being used in Windows environment-

--to stack "Map" set it's topLeft to 10,50 in Windows so can read Map's title (on Windows it is left justified, and so hides behind the Menu stack)

--2008-02-06--in script of btn "Add New Image Overlay Card" of stack "ProjectModifier"- corrected quote in answer of lastlineCheck -

--replaced stack "IconMakerImages" stack with one edited to move number fields closer to cameras

--on stack "PreferencesAndSetUp" brought labels describing user level to front, and set default user level to "Level 3"

--on stack "PreferencesAndSetUp" corrected script of btn "Open Finished Icons" script to open stack "FinishedIcons" instead of "Finished Icons"

-2008-02-05 00-in btn "SaveEditsIntoOverlays" of stack "ProjectModifier" and newly added "Set Overlays btn added lines to open stacks "ImageOverlays" and "MapOverlaqys" and "FigureOverlays" before copying gp "OverlaqyAndImageGroup" to their rrespective map or image or figure caqrd - else get objects in group that have IDs of 0, and can't make standalone.

--2008-02-01-corrected AnalyticalDataStack Script added "+ 1" to scrollToUnitLine1 (& scrollToUnitLine2) handlers so correct unit is hilited

--on stack "ProjectModifier" changed name & label of btn "Copy Object To Other Maps..." to "Open Map Overlay Objects List..." & also tooltip to "Use to Select Objects to Manipulate or Copy To Another Map Overlay..."

--on stack "ProjectModifier" changed script of btn "Analytical Data" of group "Open Stacks" to just open the stack, enter it & make it visible but not to close it, if it is open already....

--2008-01-23To in mainStack script added <set the cursor to arrow> at end of handler "FakeGrabber" -- applies to stacks Image1 to Image9

--to mainStack script added increaseScroll and decreaseScroll handlers to work from rawKeyDown call from group "overlayandImageGroup" of stacks Image1 to Image9

--to mainStack makeScrollBars handler added lines to set script of group "overlayandImageGroup" of stacks Image1 to Image9 to add handler rawKeyDown (scrpt is also added to Figure1 to Figure4 stacks, etc.

-2008-01-22--determined the new Rev2.9.-dp3 build 520 has problems with copying usable scroll bars on stacks Image1 to Image9 -reverted to using 2.8.1 build 472

-2008-01-18 to script of "Map" stack's group "overlayAndImageGroup" removed

mouseDown handler & moved it's function to the mouseDown of the "Map" stack to allow the rawkeyDown handler work in StandAlones & also keep measurement tools working (note script is stored as the script of cd 1 of the "MeasurementCollectionPalette" stack and it is added (set) to the group "OverlayandImageGroup"
--2008-01-16 to "Map" stack handlers findFeature, FindAgain & findXYlocation, at end added <if the environment = "development" then:hide stack "revMenuBar":end if>
2008-01-11 --edited handler 'getType1Data' of stack "analyticalData" to include clicks on flow numbers along with vent numbers (e.g. V9823 & f9823) to get unit descriptions (for this DDM only), edited ESVF maps a bit
--edited "map" stack mouseUp handler to exit if "field" is word 1 of target short name, also if other symbols like 'y' 'o' 'U' 'D' and also object names like 'horzline' 'vertline' are clicked
--In Thumbnails_Stack In "Thumbnails" stack, incorporated script to enable one to alt-click on image to see caption in pop-up field created by script
- also threw away mouseUphandler of script associated with fields that overlay thumbnails, which is now incorparted in mouseUp handler of stackscript (mostly)
--Edited IconMaker stack big icons, moving some label S#'s around to better show them
2008-01-04 (dated 2007-12-17) in handler "closeStack" script for stacks Image1 to Image9 -added "else" to "if x = 1" at end of handler to "send focusIn to stack ImageStackToCheck" (that is the last Image1 to 9 stack) so it updates the caption to that of the last top ImageX stack (which includes Movie stack).
-2007-12-26--added scroll with mouse wheel 3 handlers to script that is added to group "OverlayAndImageGroup" when this group is copied to newly opened "Map" stack - this script is stored in cd 1 of the stack "MeasurementCollectionPalette" -
----Fixed FinishedIcons stack's cd & stack scripts and script for fld "SelectGroupedControls"
-2007-12-03 edited script to btn "EditGNumberStackSave" of stack "ProjectModifer", of group "EditText" (tab) to check if exists(globGstackWorkingOn) and appended "Save" to end of this button's name.
--2007-11-29 edited these notes (only change from Updater version 2007-11-28)
--2007-11-28 To stack "FinishedIcons" added field that says the Tool is changed to Pointer and to select Groups only, and to OpenStack handler of stack "FinishedIcons", edited script to place window in the upper right to get it out of the way of an inadvertant mouseEnter that changes the tool to Pointer & group selection only
--2007-10-16 to getType2Data (major whole-rock chem analyses) added script to test if have Lat & Long data at bottom of analysis & if so, to shorten it so it doesn't clutter up palete with too long a number.
--2007-10-05 edited addObjectToOverlay btn, Project Modifer - commented out restrictions that limited mag or de-mag of maps with measurements
--edited MapStackCd1 script the "MagnifyWd" script that limited scale change (mag, demag, fitWindow) when have added measurements to Maps
--- in cd1 of mapstack setFontSize handler commented out limiting fontSize to 9 if get smaller that 7
--2007-10-04 (& 10-02 & 10-03) added FitWindow capability for Maps & altered script in cd1 of map stack, map stack, btn fitWindow of mapWindowControlPalette

stack and mainstack's SwitchMap handler to allow map to "fitWindow" & also change thematic map when Fit Window map is open

2007-09-28 and script to btn ShowHideIndexOutlines of DDM HomeStack so it doesn't show Tour Grapics if they exist when it shows & hides outlines

2007-09-17-- added scrip[t to run with included stack to just replace the stacks or add new stacks if needed

2007-09-09 modified script to btn "SaveEditsIntoOverlays" of Stack ProjectModifier so will reopen map, image or figure window to same scoll if applicable, when you save overlay.

--edited cd 1 script of Map stack so it can now scales to fit window

-- modifed mapstackControlPalette to add btn "Fit Window"

--added script ot cd 1 of Map stack so it scales font & resets font type when scale to fit window or reduce font size to < 7

2007-08-26--

--edited "fakeGrabber" handler of stack "Map" so that grabber icon is changed back to arrow when control or commnad key is released or when mouse is up

--in stack "Map" script at end of polycalc & measureStuff handlers added <send NoMouseUp to btn "Add Objects To Overlay" of cd 1 of stack "projectModifier"> to add measuerement polygon & field label to scrolling group "overlayAndImageGroup"

--added noMouseUp handler to "Add Objects To Overlay" of cd 1 of stack "projectModifier" which effectiley adds new measurments to overlay with no notices, only a beep so can scroll them

--edited script to cd 1 of stack MeasurementCollectionPalette, which is copied to the script of all groups named "OverlayAndImageGroup" whenever a new set of scrollbars is added (applies to   "Map" and "Image1" to Image9" stacks).

2007-08-13 edited these notes

2007-08-12 ----changed script to to cd1 & cd2 Script of stack "IconMakerImages"

--changed sript to Btn "Features"of stack "MapwindowControlPalette" (from 2007-08-05, which changed default loc of btn to 232,17)

--verified that btn "(1)ClicktoEnterImageNumber" of stack "iconmakerimages" from 2007-08-11 made to both cards

--verified that --Fld "CameraScriptForImageOrMovie" of Stack "IconMakerImages" change made with date of 2007-07-31

2007-08-11 to cd 1 & new cd 2 of stack "IconMakerImages" added variable globMakingCombinedMovieAndImageIcon to ensure making combined movie-image (green) icon makes correct icon body green

--2007-08-11 Added a second card to stack "IconMakerImages" to allow user to make small camera icons - perfected in DDM-Patagonia & transferred to template.

--2007-07-20 in mapStack's handler SetMapSegScale changed itemDel back from ":" to "/" & reset to get -2 to -1 items

--in Stack "MapSearchList"script, speeded up makeList handler by putting tests for geogNames into repeat for each loop

--2007-07-19 to Btn "Scroll List To:" of Stacks"MapSearchList" & also "MapObjectList" --put this Stack's name into var so script will work on both stacks MapSearchList & MapObjectList

--refined script of Stacks"MapSearchList" & also "MapObjectList" to better separate out objects like sample _Locus, Sample Labels, Vent labels, vent _Locus etc.

--refined script of btns "Copy..." and "Select on Map" of stack "MapObjectList" so will generate list of objects not found to selecct or copy.

--2007-07-17 to the "ProjectModifer" stack, cd 1 group "Modify Overlays" I renamed btn " _Site" to "_Locus", & replaced all fld and btns named "SiteAdderxxxxxxx" with "SiteLocusAdderXXXX" & rearranged btns and associated fields so I could add a field "SiteLocusAdderWithWhiteLabel" - nte script changes all reflect these name changes - this included changing ToolTips too
--modified script in btn "Add Sites" of cd 1 group "Modify Overlays" of stack "ProjectModifer" to rreflect name changes as above
--modified script to stacks "MapOjectList" & "MapSearchList" to better display _Site and _Locus named objects and see samples and units and include them in list ordered that way
--2007-07-08 "AnalyticalData" StackScript - added ability to recognize & " " symbol before sample site name in "checkDataFormat" handler again(?)
--2007-07-05 DDMMenus Stack script sets the stack style to palette for Windows to keep floating above other stacks
--btn "Add Sites" of group "modify Overlays" of cd 1 of stack "ProjectModifer" - script now automatically gets the Map No. instead of asking for it
--   btn "Add Sites" switch sequence added to check if need to add lat-long coords to for the NW & SE corner pixels of Map in theImageBox into fld "MapLatLongData" of stack "DataStack"
--in DynamicDigitalMapHomeScreen stack, in openstack handler deleted 'put empty into globMapType' and also deleted the commented out script setting globMapType' by checking hilites of the mapprod1 to 9 hilites on this stack - Repeat loop in is now in preOpenStack script and is limited to 1 to 8, since 9 is UTM and is not installed yet
--2007-06-29 btnFind_Text_stack MapOjectList
--2007-06-28 In stack MapOjectList added "Search Field Lower" that mimics and is lower than existing "Search Field" so can scroll it with the hilite and mimic that scroll in the upper (covering) field without disturbing the hiltes used to select objects
--btn FindAgain cd1 StackMapObjectList
--in MapSearchList Stack Script added group "NamedFeatures" to "GeogNames" as group sorted for
--2007-06-27-- in DynamicDigitalMapHomeScreen stack, in openstack handler deleted 'put empty into globMapType' and also deleted the commented out script setting globMapType' by checking hilites of the mapprod1 to 9 hilites on this stack
--also in DynamicDigitalMapHomeScreen closeStack handler added if exists(image "NSF_Logo") then ....
--2007-06-27 btn "Select on Map.." of Stack "MapObjectList" commented out line "put the number of lines in varSearchFieldList" (was putting it into msg)
---2007-06-25 - UseLocalAccess Btn MainStack checks & sets globMapType & loads correct indexmap in home stack
--UseWEBAccessBtnMainStack2007-06-25 checks & sets globMapType & loads correct indexmap in home stack
--2007-06-25 btn"add Sites" of group "modify Overlays" of cd 1 of stack "ProjectModifer" -Edit message on Map number to enter
--2007-06-22 Updated explanation text below fixing typos and making them a bit more complete
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--Added call to "moveMe" hander of "MapExplanation" stack from "Map" stack's "visControl" Handler
--edited stack script for Figure1 to Figure4 to get map explanation to move if it is displayed and Figures in top stack position in handlers "resumeStack" , "focusIn" and "setImageStackControlPal (of the Figure1 to 4 stack's script)
----added script to exit handler in getClickListmap handler of fld PhotoListField of cd PhotoListCard of stack IndexOfMaps
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  --2007-06-11 to mainStack's "SwitchMap" handler, at bottom, added if-then test to that stacks "mapsSearchList" and "MapObjectList" close and reOpen, so it updates their lists when one changes thematic maps
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--2007-06-06 added stacks that can be used to include Automated Tour
--2007-06-01 to btn SaveEditsIntoOverlays of Stack "ProjectModifier" added script to make sure the textData of the field "ImageNumber" contains the correct value (it should match the cd number in their respective (map or Image) overlay stack) and be the same as that displayed in the title of the Map or Image1 to image9 stack in which they are presently being edited/displayed.
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--btn_latLongDisplay3_of_stk_LatLongAdder2007-04-30
--stack_LatLongAdder-2007-04-30
--2007-04-30 stacksType8-12ClickList commented out the line:
--   put empty into fld "DataList"
--   in closeStack handler of stacks type8ClickList to Type12ClickList
2007-04-26--Search_Field_Stack_MapSearchList
MapSearchListScript2007-04-26 --added new sorts for geog feature, vents, flow#, other features
2007-03-28-on all "horizTypeXDataPalY" (x=3 to 12, y=1 to 9) data palettes reworked magnets and opening of stack (from AnalyticalData stack script) and analysis field script to palettes to make them open sequentially without overlap in Windows OS systems (worked fine in Mac already). AND to make option-click NOT open map if it isn't open, but rather complie list of where to find wanted sample, and to make option- an shift- click not mess up overlap order of palettes.
--on all "fld_UnitAnalysis_UnitDescriptionX Stacks" (x=1 to 6) data palettes UnitAnalysis field script to make option-click NOT open map if it isn't open, but rather complie list of whreree to find wanted sample
--on all "fld_Analysis_allCds_vertChemPaletteLX Stacks" (x=1 to 9) data palettes analysis field script to make option-click NOT open map if it isn't open, but rather complie list of where to find wanted sample.
2007-03-21--edited this text & removed stack "Copy of Modifier2007-03-20" & saved it outside of this template for use there.
2007-03-20-modified script for the "SaveEditsIntoOverlays" btn of Stack "ProjectModifier" to save edits into overlays for image1 to 9 stacks and Figure1 to 4 stacks
--edited & checks script of stacks image1 to image9 for inconsistancies of variables (e.g variables for image2 found in image3 to image9 stacks)
--edited getRightCard handler in Figure1 to Figure4 stacks to work better when saving overlays
2007-03-18--copied script from stack "Image3" to "Image2" and replaced all image3 with image2 to fix stack's inconsistent save new overlays behavior.
2007-03-17-- modifed script of all horizTypeXDataPalY (where x = 1 to 10, Y = 1 to

9) or 90 data display palletes at the stack script, the fld "analysis" and each of the 10 first palettes script for the image "Magnet.jpg" . Done so they will to more quicky open, open so newly opened palette don't hide previous palettes (especially in windows OS), and magnet script works more quickly.

--Modified a few lines in each of the getTypeXData handler's of the stack "AnalyticalData" where x = 3 to 12 as noted with date of 2007-03-15

2007-03-13-- changed line "openCard" handler in cd 1 of all 4 figure stacks so that title of stack, when opened, contains space between F#001, for example and "Schematic drawing of magnetometer" or the keyword description, as found in the "Index Of Figures" list.

2007-03-02 -- changed all "line1" graphic objects to a blend value of 100 (%) so they can't be seen and yet are preserved. This is done so they still can be used to test if any overlay objects are visible or invisible (used when you show/hide" labels), and yet they can't be seen.   This change made on all 3 overlay cards in the projectModifier (ImageOverlayCd, MapOverlayCd & FigureOverlayCd) and on all existing overlay cards in the stacks ImageOverlay, MapOverlay, and FigureOverlay.

2007-03-01 -- moved grc "line1" to 0,0 1,20 on "imageOverlay" stack's cds and on cd 3 ("imageOverlayCd") of "projectModifer" to keep it located there when overlays are saved.

--edited mouseUp handler in grc "lensHandle" of group "magOff" to coorrend misspelled "send"

2007-02-26 -- concatenated changes from ddm-sedrxwma into the ddm-template (2007-02-21 & 2007-02-15 below) & replaced mainstack script with that dated 2007-01-27

--2007-02-21 modified script to "Thumbnails" btn that renames files in folder "imagprod copy" & now also makes a thumbnail jpeg file for each movie in the "IndexofImages" list - these files are used to make Thumbnail or more properly tnail001.jpg images.

--added image "movie.jpg" to a newly added stack "ThumbnailMovieImage" used to make new image files for movies not included in the "imagprod copy" folder

----2007-02-15 added if-then statement to "getLatLongData" Handler Of "Map" Stack Script to reset cursor position over a map to read-out in X & Y numbers if not enough data to show Lat-Long

2007-02-06 -- fixed script to btn "Add Sites" of cd 1 of stack "ProjectModifer" to correctly place labels next to site buttons added to maps from list of sample site lat-longs when loaded from a text file.

--2007-01-27 added corrected notes here

--2007-01-04 Modified script to Homescreen's fields (e.g. "nw.jpg", used to open map images and locate their footprint on the index map). New script finds where the click on the given locator field is, and translates that to proportionally located x,y coordinate on newly opend map, and centers map at that spot. It calls the handler "findXYLocation" in map stack script to do this. The whole location mechanism can be side stepped by commenteing out the two lines that have "send findXYLocation" code in them.

--2006-12-24--in stack "DataStack", to script of fld "MapData" "getMap" handler added exists(cd globLabelToGet of stack "MapOverlays") tests to be sure overlay exists and in another spot to check image of map exists - if not closes map after giving notice.

--2006-12-20--editied out last line of mouseUp handler of fld "PhotoListField" of cd 1

of "IndexOfMaps" stack to keep Index from closing after a map is opened
2006-12-18 -- edited "Replaced Overlays..." btn script in "projectModfier" stack so can copy map explanations from one cd to another
--added the below to "openCard" handler in cd 1 script of mainstack
global globCopyingMapExplanCards -- set to true if copying cds, so can open stack w/o having the "Map" stack open
  put "false" into globCopyingMapExplanCards
--Edited script in "MapExplanation" stack's "openstack" handler to let it open stack that is not of same id if you are editing or transferring objects from one "mapExplanation" card to another.
--2006-12-14 In "Map" stack script, added "wait 0.2 seconds" statement to about 20 lines from the bottom of the "measureStuff" handler to keep from getting a second bogus measurement when measurement movement causes scrolling at right side of stack.
--commented out line of script in "scrollbarDrag" handler in card of stack "MeassurementCollectionPalette" that cause notice to be given when dragging if have added objects (don't need now since they will scroll).
--2006-12-12 to "ProcessImageOverlays" btn of "ProjectModifier" stack, corrected the suggested start card and the count given in the notice about the final number of cards processed.
--2006-12-11 to mainstack script's handler "getImageOverlay", added "if exists" statement to check for overlay card & close image stack if not found
--2006-12-08-- added a "wait 0.1 seconds" statement to mouseUp handler of btn SaveEditsIntoOverlays of StackProjectModifier after it saves an overlay (map, image or figure) back into that stack's appropriate overlay stack and before it re-opens it - this keeps Revolution from giving an error message when making stand-alones
--2006-11-19 -- to "Map" stack script added capability to automatically add objects when measurements are made so one can scroll at will - this done with a new handler "addToOverlay" in "map" stack script, called from one line at end of "measureStuff" and "PolyCalc" handlers
-- also altered script to "Delete on Map" btn of "MeasurementCollectionPalette" to the "KillMeasurements" handler (replace the handler's script is the easiest fix).
--added capability to scroll map horizonatally during linear straight line measurments outside of scrolling window - done in "measureStuff" handler of "Map" stack in "repeat until the mouse is up" loop --NEED add script to left, scroll down and up here.
--2006-11-15 -- in stack "ProjectModifer", tab (group) "Modify Overlays" btn "Add Site" script changed
set the name of last btn of stack "Map" to thisBtnName   to:
set the name of btn "_Site" of stack "Map" to thisBtnName
-- same btn, changed the var to minLongDec from minLatDec
put (secLong/60) + minLong into minLongDec
--in stack "findLatLong" script made same change as just above to to minLongDec from minLatDec
2006-11-14--added script in "OK" btns of cds 2,3 & 4 of stack "FindLatLong" to close stack "findLatLong" instead of "close this stack", which was closing the map stack instead of this (FindLatLong) palette
2006-11-07--added code to btn "OKdataFormat " of cd 1 of stack "LatLongAdder" to send 'NoMouseUp' to correct btns in "preferencesAndSetUp" stack so their hilite is

set

--to btns LatLongDisplay1 to 5 of "preferencesAndSetUp" stack added 'noMouseUp' hanlder which is identical to the mouseUp handler but with no answer notice - it allows the hilite of the btn to be set so that on start up when the mainStack get its "preOpenStack" message, the   globLatLongDisplay is set to one of these: DecimalDegrees DegreesDecimalMins DegreesMinSec XYpixels UTM" to keep from getting an error in cursor location read out of mapStackControlPalette

--to handler "getLatLongData" of stack "Map" revised the right of fields "LatLabel" & "LongLabel" & "Lat" & "Long" as found in stack "mapStackControlPalette"

2006-11-06--added script to preOpenStack handler of mainStack to force initialization of cursor display on Map stack to show XY pixel location if none is set (sets globLatLongDisplay to "XYpixels")

-- to cd 1 of stack "Iconmaker" at the end of mouseUp handler added: answer "Icon " & quote & CameraIconName & quote & " can be found on the 'Finished Icons' window." This to keep DDM makers from trying to make two camera icons in a row too quickly, which results in messing up the "finishedIcons" stack with partial camera icons.

--on same cd, above it, added script to suggest name of "AnimationStack1" when cartoon stack icon is made

--2006-11-02--to preOpenStack handler of mainStack added test to see which of the 5 radio buttons is hilited in stack "PreferencesAndSetUp" & use that to set the globLatLongDisplay that controls how cursor location is read out in stack "MapStackControlPalette"

---2006-10-31 to "ProjectModifier" tab "Open Stacks" added btn "Pref & SetUp" to open stack "PreferencesAndSetUp"

--deleted three stray lines of data accidently left in fld "Measurement Collection Field" of stack "MeasurementCollectionPalette"

---2006-10-30 --to Map stack's handlers: SettingLatLongPointNW, SettingLatLongPointSE, and SettingLatLongPointCenter added choice of entering in decimal Degrees, degrees & decimal mins, and degrees, mins, secs. and simplified entry of lat long data for control points by adding new stack named "LatLongAdder".

---2006-10-26 --added capability to find a location by inputting Lat & Long in any of three formats: DMS, Degrees & decimal M, and decimal Degrees

-- Above involved adding a few lines of script to the "mapStackControlPalette" "Find" button & altering its tooltip, and adding in a "findXYLocation" handler to "Map" stack script and adding stack "FindLatLong" - this is distinct from script in stack "FindLatLong" with handler "findXYonMap", which calculates the X & Y pixels of site from the asked for Lat-Long coordinates

---2006-10-20 -- added capability to plot sample sites or fields on maps from list with site ID, & Lat & Long stored in comma delimited text file.- in "ProjectModifier" tab "Modify Overlays"

--2006-10-02--added option to show latitude and longitude in either decimal degrees, degrees, decimal minutes or degrees, minutes, seconds or xy pixels with option ot add scrpt for UTM (UTM btn disabled for now) - set in "PreferencesAndSetUp" stack; script modifed in card script of cd "MapStackCd1" of Map stack in "calcLatLong" handler -- also modified "openCard" handler of mainStack to set hilite of radio buttons that control the setting of the global that controls this setting

--2006-09-27--added "set the antialiased of last grc to false"-- in polyCalc handler of

"Map" stack
--2006-09-23 added "set the antialiased of last grc to false"-- in polyCalc handler of "Map" stack so that measured polygons on map show - result of change to Rev prog.
2006-09-13--modified script to open stack "MapFeaturesAccess" 100 pixels to right of previous location
--in cd script of stack "DynamicDigitalMapHomeScreen" added test (if exists(image "NSF_Logo") then) for 3 images "NSF_Logo", "your-Logo", & "Dept-Log" before setting vis to true
--modified script of "analysis" field on all data palettes so a 'shift-click' copies the data to clipboard and all the "analysis" field's ToolTip (created by this script) reflects this
--modified images included with template so that image S#001 is location map of SVF
--added some optional buttons to Home Screen, out of sight of existing index map
--added script to two grc 'forwardOne' and BackOne" of stack ImageStacControlPalette to keep them where they belong
--added 'set the vis to false' to end of openStack handlers of the 12 'Type1Clicklist' to 'Type12ClickList' stacks until stacks are finally place where they should be, then ' 'set the vis to true'' just before end of those handlers- on tour keeps stack from flickering in first opened location.
2006-08-09
--to stack "DataDisplayControls" moved Access: label to left and "Data?" btn just right of it on first line
--added btn to Home Screen to open/close DataDisplayControls palette
--added handler CopyFieldToClipboard to mainstack script, called from data palette's "analysis" fields from DDM-SVF-2006-08-06
-- edited script to fld "MapData" of stack "DataStack" to get two digit field trip texts correctly
--from DDM-NE on 2006-08-08-- added new stack named and containing "MapStacksClosedObjects", used when map is finally lcosed intour to make sure all objects are removed & right ones are placed there, so can run multiple tours
--modified & copied "mouseUp" handler of COMU from DDM-NE-2006-08-13 stack (where I removed it from cards & put it into stack script)
--on all cards of "thumbnails" stack, moved image "theimageBox" around to better place it (topleft to 0,25)
--2006-07-20-- to stack script of stacks "Figure1" to "Figure4", "closeStack" handler, added repeat forever loop to delete all groups "OverlayAndImageGroups" & exit repeat loop wne all are removed
--from DDM-SVF 2006-07-19--added >if exists (fld "SpCollectionImageNameFld")< to btn "ungroup Overlay" btn of group (tab) "modify Overlays" of stack "projectModifer"
--added >if exists (fld "SpCollectionImageNameFld")then < to btn "group Overlay" btn of group (tab) "modify Overlays" of stack "projectModifer"
--added >if exists (cd control "ImageNumber" of stack globStackToCheck) then< to btn "group Overlays" of group (tab) "modify Overlays" of stack "projectModifer"
--added >if exists (fld "SpCollectionImageNameFld) then"<to btn "group Overlays" of group (tab) "modify Overlays" of stack "projectModifer"
--from DDM-SVF -2006-07-16--added 'repeat forever' loop in Figure1 to 4 stack's 'close stack" handler to select & delete until all "overlayandimagegroup" groups are

removed from card

edited script in ProjectModifier stack btn "SaveEditsIntoOverlays" so that on reloading Figure stacks after saving the overlay into the "FigureOverlays" stack, it sends "getRightCard" to the Figure1 (2, 3, or 4) stack just closed & reopens from it, instead of trying to send that request to the IndexOfFigures stack's scrolling field.

--edited some script in "IndexofMapsandImagesWithFeature" stack's 2 answer lines in the handler "findGrcObjOnImage" to be more clear, and also added an on mouseUp handler to sent mouseUp to btn "V" used to enter an object's name from the field "NameOfFeatureLookingFor" displaying the name of the object searched for.

--added "click.wav" sound to stack

--2006-06-20 - added "inverted sort" capability to stacks Type1ClickList to Type12ClickList with Alt-Click & corresponding tooltip notice

-- 2006-06-09 modified "AnalyticalData" stack script, in checkDataFormat handler, which searches for *, +,   , etc. symbols before sample ID AND spaces after it--prev script repeated from 1 to 7 in adding spaces after sample ID when testing (now runs from 7 down to 0 & catches samples out of order (e.g. if GP1 is listed after GP118) in any table of analyses

--2006-06-07--altered script to btns "ForwardOne" and "BackOne" on Figure 1,2, 3 & 4 Stacks to allow to open next or prev Figure stack directly from that stack instead of using the script in the IndexOfFigures stack's "figuresField"

--2006-06-06--altered script to Stacks Figure 1, 2, 3 & 4 to resize to maximum screen size

--to Figure Stacks script 1, 2, 3 & 4 added script to handler "setImageStackControlPal " to it hides the Map stack's control palettes "MapStackControlPalette" "MapFeaturesAccess"

--changed script to stack "ProjectModifier" btns "Save Edited Figure Caption Into this Project" and "Save Edited Image Caption Into this Project" so they don't eliminate any part of the caption that occurs after a second closed parenthesis).

--fixed loc of btn "get..." on stack "Index of Images" & put it into btn script

--simplified script to fld "FiguresField" of stack "indexOfFigures" so that it relies only on Figure1 to 4 stack level script to "getRightCd" handler instead ofr reproducing it here

--2006-06-02 -- to stack "DDMMenus", the Controls-Access btn (pull down), added case to open "Index of Figures" so one can open "Index of Figures" from menu

--2006-05-30 -to btn "SaveEditsIntoOverlays" of stack "ProjectModifer" added line   to maKeScrollBars if hcrollbars & vscrollbars of the group "overlayandimagegroup" have then mare true, to keep the image and overlays from becoming un-alined.

--2006-05-25--added note to "Add Objects to Overlays" btn of ProjectModifier stack to get the user to check that they haven't added too many objects to an overlay (easy to do 'cause you can duplicate stuff with an option-click)

--2006-05-23----modified stack "DataDisplayControls" to include "Data?" button at top left

--2006-05-22 -- added "qtr" to case ProductNameExt =   in mainstack's getCdName handler

--2006-05-16 -- in stack ProjectModifier" btn "Replace Overlays" modified script so it works with "figureOverlays" stack instead of "Figure1" stack, which no longer contains overlays

--2006-04-28 -- on mainStack, swapped toolTip of flds "projectName" and "mapTitle" to better reflect content

--2006-04-19 --changed ToolTip (from "to next Image" to say "to next Figure") in "ForwardOne" arrow in Figure1 to 4 stacks
--2006-04-18 --modified Btns in the "Modify Overlays" tab of the stack "ProjectModifier" to add new sample site location marker (replacing the old two part "horzline, vertline cross). New marker is a small white button icon with a black cross in the center; left version (above the "N") enables you to enter the sample name and automatically adds a label with that name to the site, which is labeled "XXX_site", if the sample is named "XXX" The button on the right next to this one simply add the site with no additional label.
--2006-04-12 --commented out card script that sets the resizeable of stack "IndexOfMaps" to false if in stand alone configuration.
--2006-04-10 -Modified script in DescriptionOfMapUnits1 & 2 stacks & their buttons to better find text and use alt-key to open Correlation of Map Units [fix: replace thse stack & copy & paste any data you have in the old onws into your new ones]
--edited script stack "AnalyticalData" in "GetType1Data " to call ScrollToUnitLine1 (&2) handlers in same stack to better scroll to unit descriptions & also handlers
-2006-03-31--modifed Figures stacks so they now use a new "FigureOverlays" stack that works exactly like the "ImageOverlays" stack and similarly to the "MapOverlays" stck. This involved modifying:
-added single line to main stack script in the handler "GetTopMapAndImageStackOpen":
if char 1 to 6 of globstackToCheck = "Figure" and char 7 of globstackToCheck < 5 then put "true" into globIsImagestackOpen
-added new "FigureOverlays" stack - to accomodate this, clone your "Figure1" stack and rename it FigureOverlays & delete it's existing script.
-modfied numerous controls in the "Modify Overlays" group (or tab) of the "ProjectModifier" stack, to accomodate this, make a copy of the "ProjectModifier" and replace the one in old stack with copy
-modfied some script in "IndexOfFigures" "FiguresField" script -replace your existing script there with this new script
-modified script in "DataStack" to delete & create new "FigureOverlay" cards - copy new buttons from that stack to & replace your existing ones in the stack "DataStack"
--2006-03-28 --Fixed bug in stacks Figure1 to Figure4 in MagnifyBtn group that didn't identify correct stack to magnify, put fix into "figure1 cd of stack "ProjectModifier" (put the short name of this stack into globStackToCheck) that is copied to each new cd of Figure1 stack as they are created for new figures
--added "case" to "MakeList" handler of stack "MapObjectList" to find new label for field trip stops, copied it from same handler in "Map SearchList" stack: case char -7 to -3 of tline = "-Stop" --FT01-Stop01
--2006-03-14 --added resizeable capability to "Image" and "Figure" Caption display palettes
-- added script to stack script of "MapSearchList" stack script so it finds new names of field trip stops and puts them in separate part of the list --e.g. case char -7 to -3 of tline = "-Stop" --FT01-Stop01
--added "Close All" button to "Home Screen" stack
--edited script to "Info" button of vertChemPaletteL1 so that it looks for a card in the AuxInfo stack named "Type3Data" instead of "Type2Data"
--2006-03-07--modified script to ProjectModifier stack, EditText group's button to enable edits i(the first of two "EditG#stack" btns) - script makes the default prompt

to retain the G#0xx after it has been entered once
--2006-03-01--modified script of "map" Stack handler "SettingLatLongPointSE" prev script OK this just clarifies the button name you're asked to click
-- modified "SetLatLong" btn of "scale-lat-long" group of Cd 1 of projectModifer to automate setting entral point longitude - prev script OK, but this makes it easier to do - the modified script stops folks from entering lat-long data out of order - prev script OK, but without the "fail-safes" now in mouseUp handler of btn SetLatLong of cd 1 of stack ProjectModifier

2006-02-20--added "ForwardOne" and "BackOne" graphic buttons to All Figure Stacks, and Also added it to the Figurre" card of the "PorjectModifier" stack - critical to keeping these button in the Fgiure stack when it closes
--commented out line that sends "moveme" to non-existing stack " FigureStackControlPalette"in the "showCap" handlers of "Figure1" to "Figure4" stacks script (hang over from blanket modification (locate & change) of "ImageCaptionControlPalette" not used with Figure windows
--added zFakeDialog stack for use with automated Tour
--2006-02-10-- edited script of both Save and Enable buttons "EditGNumberStack" of group EditingText of stack ProjectModifier" so it selects after the text "G#00" in the field id 1119 of stack "Ask Dialog"
--2006-02-01 & 2006-02-06--modified the DDMMenus stack script to made it into a palette when running as stand-alone (in development environment can still toggle to topLevel)
--modified script of IndexofMapsandImagesWithFeature to make resizable true in both stand-alone and development environments
--2006-01-31--modified the size of the DDMMenus stack buttons to better accomidate Windows machines & made it into a palette when running as stand-alone
--replaced 4 butns on left side of "Data Display controls" stack to look better with both Mac & Windows systems
--2006-01-27--modified btns and labels on left side of "Data Display controls" stack (Assessible is now Accdess On:' & serves also as btn, under it "Data:" and "Close All Data" modified.
--2006-01-24--Modified stack "IndexofMapsandImagesWithFeature" so it is resizable, including editing preOpenCard script of card
--2006-01-18--added [or if thisline = "LEAVE THIS LINE"] to findCaptionText handler of main stack script in the if-then statement starting [if thisline = "" then]) forces program to use the key words from index of images as caption if no caption is found
--added "Project Modifier" button to "Home Screen" stack, and script to hide it when it is an application in the preOpenCard handler
-- To ask statement for "ProcessImageOverlays" btn of ProjectModifier stack added "Note: Works faster if you process in batches of 20 or less. "
-- to "Save Edited Image Caption into This Project" btn of "ProjectModifer" stack changed the "char 1 to 3" to put empty into char 1 to 2 of NewCaption -- removes "--"
-- uncommented the line "set the cursor to watch" and added "set the cursor to arrow" on the "Add New Card(s) to ImageOverlay stack" -did it to "Add New Card(s) to MapOverlay stack " also
--2005-12-14--added inverted sort capability to btns Col1 to Col4 in IndexofImages

stack
2005-12-05--modified preOpenStack handler in "thumbnails" stack script to limit the number of cds you can open WHEN AN APPLICATION, so you don't open those with no thumbnail images ("tnail001.jpg" to "tnail020.jpg"
--corrected Mainstack's fixTooltip" handler's first 15 lines
--corrected thumbnail stack's fixTooltip handler
--2005-11-02--in thumbnail stack script, replaced word "figure1" with "Thumbnails" in 3 lines
--on cards 1 to 8 of thumbnail stack moved mage"theimagebox" so topleft lines up with top left of rectangles that outline thumbnails
--2005-11-29--Changed name of first card in stack "MapFeaturesAccess" to "generic.jpg"; for some reason it was named "nequad.jpg" which bonked the script when you go to build more cards for this stack designed for specific maps - the default is just to use the first cd on all maps.
--2005-11-09--in stack "ImageStackControlPalette" the "moveMe" handler changed script so palette always stays below the bottom of the "Movies" stack unless "Movies" stack's bottom is below the screen's bottom
--in stack "Movies" the "showCap" handler, fixed script so that caption stack's right now lines up with right of movies stack, and top lines up with top of the stack "ImageStackControlPalette"
--fixed the main stack's script handler "findCaptionText" so it gets caption stored with or without tabs (thought I had fixed that on 2005-06-02, but no joy on that script)
--fixed the projectModifier" stack's btn "Save Edited Image Caaption into This Project" script to work with or without tabs - default storage changes saved captio to eliminate tabs.
--2005-11-02--in thumbnail stack script, replaced word "figure1" with "Thumbnails" in 3 lines
--on cards 1 to 8 of thumbnail stack moved mage"theimagebox" so topleft lines up with top left of rectangles that outline thumbnails
--2005-10-11--replaced script in "availableData" handler of btn "Controls-Access" of cd1 of DDMmenuBar stack to change background of DAtaType labels to red if no data or green if Avail data shows up.
--replaced DataDisplayControls stack with newer one that has better butn labels, left side of stack (no change in fuctionality)
--replaced script in DDMmenus cd and stack to better display in Windows, and not show the stack in OSX)
--2005-09-22 in findString handler, of the "find text" btn of stacks Type1ClickList to Type12ClickList added an "if-then" test to see if char 1 of globStringtoFind = return if so, increment photoLineTemp by 1
2005-09-20-- commented out 'if-then' in the "Map" stack's cd 1 handler 'calcLatLong' so the slatP & slatP swap becomes the general case - works OK in S. hemisphere
2005-09-07--added new btn to stack "MapObjectList" that lets you select objects on Map that are hilited on list & leave map open.
-- added new triangle btn to "MapStackControlPalette" that shows when you alt-click on the "scroll map to upperLeft" btn, which lets you scroll map to lower right with an alt-click
2005-09-01-- added global globStringToFind to G# stack script clicklink handler and

two examples in the handler that let you scroll down & find text further down on G# stack's card. Migrated all G# stack script from G#001 to all 13 G# stacks
--Added script to all 13 G# stack's "Find Text' btn in their FindglobStringTofind handler to make the found string center in the palette (ripped off the "mouseUp" handler that worked OK & inserted it into the new FindglobStringTofind handler, less the "ask" lines
NOTE- sometimes the "Find Again" btns in G# stacks doesn't when it should!!!
2005-08-31--added this line:
  if globnl1 = 0 then exit calcLatLong
to calcLatLong"handler cd 1 of stack "Map" just before the globnl1 is used to bail if globnl1 = 0, so don't divide by zero first time through subroutine

2005-08-24-- added this line of script as the first line of "calLatLong" handler of card 1 of stack "Map": if not exists(group "overlayAndImageGroup") then exit calcLatLong
so program doesn't give you an error when you ungroup the "overlayAndImageGroup" group when you're editing the Map stack overlay
2005-08-11--Changed Label of top button on "Palette Setter" stack
2005-08-08--Added "MoveToLowerRight" trinagle grc to "MapStackControlPalette" & script to both it & the "ToLowerLeft" grc so it will show when Alt Key is depressed
2005-08-05--refined process for adding Lat-Long Control points, in script contained in
--a) Scale-Lat-Long tab of the "ProjectModifier" stack's two buttons "Set Lat & Long (or XY Offset)" and "Locate Lat & Long Pixels",
--b) Map stack handlers:
1) in "mouseDown" "added if-then" to get then mouseLoc & call "SettingLatLong" handler
2) added new handlers
    SettingLatLong
    SettingLatLongPointNW
    SettingLatLongPointSE
    SettingLatLongPointCenter
    SettingXYOffset
3) to Map stack's "measurestuff" and "polycalc" handlers, modified script so that the end point pixel of the line, curve or area's graphic Lat & Long data can be added to the "MeasurementCollectionPalette" stack (which has also been slightly modified).
4) to "Map" stack's card "MapStackCd1" script added 'on mouseMove" to get you into also added "CalcLatLong" handler from my USGS "DDA-Moon" project by Bob Mark & modified for this Rev version
5) added "MapLatLongData" field to stack "DataStack" to record lat long metaData about each map(the first idtem of which for each line is added when the "Copy Changes to Map Index" button is clicked (in upperleft of cd 1 of stack "DataStack").
6) Modified "MapStackControlPalette" so it will display Lat-Long read-outs, or if not then X-Y co-ordinates (from upper-left = 0,0) - stack is resized to better show lat-long or x y co-ords on right side.
7) modified "upperLeft" button, which scrolls map to upper left, so that an "alt-click" will scroll map to lower right

2005-08-01--added lat-long capability for map segments that have control data

entered into them via the Scale-Lat-Long Tab of the "ProjectModifer" palette.
2005-07-29-- added dual camera-movie icons to homescreen
--added showHidePhotoIcon button to home screen
added   script:
if the hilite of btn "Open 'Map Search List' Palette On Opening Map" of stack
"PreferencesandSetUp" is true then open stack "MapSearchList"
to "getMapOverlay" handler of Map stack script
2005-07-25- Added script to "Map" stack's "on getMapOverlay" handler's script to
run "makeList" handler in stack "MapObjectList" when a new Map image overlay is
added to the stack (this replaced the close MapObjectList stack that was in the Map
stack's closeCard handler)
--added lat-long read-outs in MapStackControlPalette & have it puting out degree &
decimal mins
2005-07-21 -- Modified "MapObjectList" stack To give the user the choice to either
Copy or Cut the Objects selected on the list.
--Added "Pick" btn which gives user the option to select any objects on the List
whose name contains an entered string of characters
 "MapObjectList" so the list doesn't remainopen with objects on the List that have
been removed from it (the List of objects on the open Map is created when the
"MapObjectList" stack is opened).
2005-07-20 -- added btn to ProjectModifier to "ModifyOverlays Tab to "Copy Objects
to Other Maps..." and also added "MapObjectList" stack, which compiles a list of
allobjects on a map, which the user can select and then click a button to copy them
to the clipboard. Once copied, the user is asked to open the map they want to add
the objects to, and use the menu "Edit-Paste Objects", and then the
ProjectModifier's "ModifyOverlays" tab's "Add Objects to Overlay" and "Save New
Overlay" buttons to complete the copy to the new map.
--Also added script to the vertline and horizline objects of the Black and White Cross
objects to refer them via mouseUp to the Cross objectct to get it to paste the cross
- before a click on it would not produce a paste, unless you moved the cursor off the
line itself.
2005-06-30 to the script of the field "UnitAnalysis" of all 6 "UnitDescription" stacks
added the line:
  if char -1 of globDataWanted = "." then put empty into char -1 of globDataWanted
 so that analysis followed by a period is recognized properly
--To Home Screen stack, added in optional images for "Dept_Logo" and
"LocationInset"along with script to open them if thye exist from the images stored in
the folder "dataDir". These images have script that lets the user open a URL in their
web browswer if that URL is entered into the script. The modifiecation also included
script to mpy these images of their log image when the stack "Home Screen is
closed.
2005-06-29-- added back in prev commented line in mainstack's "GetCdNme"
handler that adds "--" to the end of the end of var globPhotoToGet (e.g. S#095"
becomes "S#095--" to keep the next called lineOffset from getting an S#xxx that
was put in the comment and not the first 5 chars of the line - did this in and "if-
then" test to see if it already has those chars at end of the S#
2005-06-13 -- to version 2005-06-07, edited text in this ProgrammingNotes to
make more clear
--also made icon for movie camera's lens 3 x 5 pixels instead of 4 x 5

2005-06-03--added unknown char to be stripped out of html imported (keeps text formatted for sub- & superscripts) in the main stack's "getcdName" handler
--changed script to main stack's "findCaptionText" handler so it no longer relies on a dash-dash tab at the end to find correct caption line, but instead finds it by a return then filename & then two dashes - still backwardly compatable with those who have tabs
--added "Insert Formatted Text" btn to cd of "Image Caption Text" - allows you to import html or rtf formatted text into one of the 3 caption fields
2005-05-27--modified ProjectModifier stack's "ProcessImageOverlays" and "ReplaceOverlays" btns to add in script to better handle resizing their scroll bars, and note in first message which btn the user has selected.
2005-05-24--added btn to "Preferences and SetUp" stack to have the option to open the "Map Search List" palette" when you open the Map stack. --also added to Map stack script's "getMapOverlay" handler the script to impliment this:
  if exists(btn "Open 'Map Search List' Palette On Opening Map" of stack "PreferencesandSetUp") then
    if the hilite of btn "Open 'Map Search List' Palette On Opening Map" of stack "PreferencesandSetUp" is true then open stack "MapSearchList"
  end if

2005-05-23--Addded examples of Icons in "Optional Objects" stack. A glance at the script of each will show you how the ToolTip is created on the "on MouseEnter" handler
--replaced old movie camera icons with new ones on "IconMakerImages" stack
2005-05-20--fixed script to call up figure stacks from web correctly (in Figure2,3,4 Stack script handler "getfiguresImage" had to put the URL into cd 1 of thisStackName for web access (was OK for local access).
--also had to include group "FigureControlsGroup" as one of the objects to be set to false so it is not included in the grouping of the OverlayandImageGroup" when it is make a group in Figure1 stack's "groupOverlay" handler (set the selected of group "FigureControlsGroup" to false)
2005-05-19 modified script in all G# ((Gudiebook) stacks so that you can now automatically open web connections by linking with strings that start either "http://" or "www".
--Also modified script in all G# ((Guidebook) stacks so that you can call up Figures (use F#001 for example), Correlation Charts (use CC#01), Cross sections (use XC#01), as well as images (previously implimented, uses S#001).
--modified Thumbnail stacks 1 to 10, to include "S#001", etc, fields in overlays for 50 images per card, in 5 rows of 10 thumbnails across. They are set up to work with "iView MediaPro", with a setting of thumbnails 96 x 96 pixels and using Geneva font 10. Overlay cards for Thumbnails beyond S#500 that can be made by copying odd or even overlays and using a "ControlKey-click" on the "Thumbnail" button of the "DDM-Home Screen" stack.
--modifed "thumbnail" btn of first stack so that when you hit "Control-click" it will let you rename the third character in the name of the thumnail overlay fields for each thumnail, so that you can for example, change an overlay field named "S#001' to S#101" - also changes the Tooltip when you mouseEnter to reflecct this change, but only if in development environment
2005-05-16 modified script in Figure icons on "OptionalObjects" stack to better call

it up
--reworked script to make new card to get rid of the "message" & make new cards without any extra chars in name (e.g. get word 1 of item 2).
--added script to "IndexOfFigures" stack's "FiguresField" to check if a figure is already open & if so it goes to that stack instead of oening it a second time (checks for "F#xxx" in the title of open Figure1 to 4 stacks)
2005-05-09-- reworked script in "Add New Card(s) to Figures Stack" (overlay card that is) in the stack "DataStack" , by eliminating the first card in the "Figure1" stack, and instead putting all components we need to copy to the newly created overlay card of Figure1 stack from the "ProjectModifier" stack's "Figure1" card.
--also modified script in Figure1 to make saving overlays work properly, when only adding a single new overlay to an already existing Figure1 stack with lots of new overlays
 --also modified script in Figure2 to Figure4 stacks to the "closeStack" handler to make it throw away any objects not on the the "ProjectModifier" stack's "Figure1" card.
2005-04-29-- fixed bug in script of stack "IndexOfMaps" "PhotoList" field so it correctly updates thematic map type button when it opens a map from a line click in the field
--fixed script in the "area.jpg" fields which are put on top of the Index Map in the "DDMHomeScreen" stack, introduced 2005-03-30, which would always change the map type to mapprod1.
2005-04-24--added altered fixTooltip script to Thumbnail stack script that also displays the file's name as well as it's image 'S#' - putting this script in here makes these objects exicute this handler here rather than going to mainStack script
2005-04-23--added one line to cds of the Thumbnail stack in the preOpenCard script to set the lockLoc of image "theimageBox" to false so it will resize to fit the image.
--added stck ThumbnailFieldRecsForOverlays stack wtih 4 cds with rects numbered wtih S# 1 to 200 , 50 per card & appropriate script to open image & get tooltip
2005-04-20 -- in "projectModifier" stack's "EditGNumberStack" button of the "Save EditsTo" column modified 3 lines of script (below is correct):
   if it = "" then exit mouseUp
  put it into globGstackWorkingOn
  if globGstackWorkingOn = "G#" then exit mouseUp
-- in "projectModifier" stack's "EditGNumberStack" button of the "Enable Edits To" column added 1 line of script just below he ask line:
if it = "" then exit mouseUp:
2005-04-13--
--added progress bar & fields with info on progress to tab 3 of stack "ProjectModifer", activated whenyou are using the yellow "Process Image Overlays..." button.
Includes added script to stack "ProjectModifer" to hide these objects when you open the stack. - easiest upgrade - clone stack "ProjectModifier" & replace it in your project.
--Altered the script of handler "getType2Data", & moved it to be script of fld "Type2Data" of stack AnalyticalData - it better right justifies analytical data into a vertical column that aligns decimal data - this included putting a "send getType2Data" to the fld "Type2Data" of stack AnalyticalData from the handler of the same name that is in the AnalyticalData stack script

--Altered the script of handler "getType3Data", & moved it to be script of fld "Type3Data" of stack AnalyticalData - it better right justifies analytical data into a vertical column that aligns decimal data - this included putting a "send getType3Data" to the fld "Type3Data" of stack AnalyticalData from the handler of the same name that is in the AnalyticalData stack script
--altered script of "analysis" field & set that field's text justification to right on 18 stacks: vertChemPalette1 to vertChemPalette9 & vertChemPaletteL1 to vertChemPaletteL9 - also added to the analysis field's script code to better strip leading chars (e.g.*, +, etc) from first & last char of either Unit or Sample designations in - easiest fix is to copy them into the new project
--added Tooltips to top row of checkboxes on DataDisplayControls stack
2005-04-06-6--fixed script to stack "CrossSection" in which the "GroupOverlay" handler was set to "Figure1" stack instead of "CrossSection" stack
2005-04-06--Modified script to two buttons in stack "ProjectModifier" - to "ProcessingImageOverlays, added "Lock screen" and 'lock messages" lines just before repeat loop that processes all images
--to "ReplaceOverlays..." btn, also added "Lock screen" and 'lock messages" lines in numerous places to speed up the process, and also added line to open the target card before selecting and deleting the existing group "overlayandimagegroup" (which is then added back from the source card). Also added answer statement to check that ending card's anme is OK with user.
004-04-04a-- added script to end of ungroup handlr of stacks CorrelationOfMapUnits, and CrossSection, Figure1 & Thumbnail to deselect all formerly grouped objects by addind "click at -1000,-100, choose pointer tool, click at -1000,-1000"
2004-04-04 -- added script to handler "GroupOverlays" after "group" and before "set the margins..." to find the name (or id, if no name) of the group that the image "theImageBox" is in and if it isn't so named, to name it "overlayAndImageGroup".
--Added script to "Replace Overlays..." btn of "ProjectModifier" stack to include replacing Thumbnail stack Overlays, and added the "globreplacingOverlays" if-then statement to 'CloseCard; handler of 'Thumbnails' stack.
Red colored changes would be good to copy to on-going DDMs:
2005-04-03--added global globReplacingOverlays - added and set to false in mainstack's card - Used in "Replace Overlay..." btn of "ProjectModifier" script's handlers "FromCopyOfFigure1Overlay" (and other 'CopyOfXXXOverlays" handlers (including CorrelationOfMapUnits, and CrossSection) where it is set to "true", so can skip warning ythat asks if you want to add objects to overlays when card closes - this skip "if-then" statement is put in the closeCard handler of stacks & allows you to skip both warning and subsequent going to the handler "addObjectstoOverlay"
--this if globReplacingOverlays = "true" then" is also added to "closeCard" handler in stacks "Figure1, CorrelationOfMapUnits, , and CrossSection"
2005-04-02-- added "go to stack projectmodifer" in last lines of handler "ungroupOverlay" of stacks "CrossSection", "CorrelationOfMapUnits" and "Figure1"
-- to mainStack's "makescrollbars" handler added"set the tooltip of image "theImageBox" to "To Scroll, Hold Down the 'Control' (or 'Command') key and Click & Drag."
-"i in "ProjectModifier" stack's "Ungroup Overlay" btn added script that deselects all object of ungrouped "OverlayandImageGroup" automatically so you don't have to select an object outside of that group to deselect them

2005-04-01-- updated "ProjectModifier" stack's "Figure1" (card 7) objects (includes "reorder stacks" btn)
-- added "set the cursor to busy" in the green "Add New Cards" btns of stack "DataStack"
2005-03-31a--added a "reorder stacks" btn to Figure Stacks and am chasing down bug that messes up saving cards from one card to another within Figure 1 stack, which results in not copying all objects -DON'T need to modify stacks if don't want to as all changes are internal to Figure stacks & script
-
2005-03-30--Added script to the thumbnail stack -the "group" & "ungroup" handlers
added script to one of demag btns that was missing it
2005-03-29--on Home Screen, altered script to fields that delineate the outline of the map segments, so we don't lose the name of the segment. Problem was, if the map stack was already open, and therefore had to be closed before opening the new map, the name was stored in a variable which was being emptied when the map stack closed.
2005-03-28--Made "Ungroup" , "Group" and "AddObjects to Overlay" btns of ProjectModifier stack work on stacks "CorrelationOfMapUnits", CrossSections", "Thumbnails" and "Figure1".
2005-03-27--did major rescripting of "Replace Overlays..." btn in "ProjectModifier" ("ModifyOverlays" grouup (or 3rd tab), to allow copying from cd to cd in stacks within project, and to import cards from "copy of xxxxxxx" stack outside of project.
2005-03-25-- added "ProcessImageOverlays" button to stack "ProjectModifier" - the 3rd tab (group "ModifyOverlays") - lets you sequentially and automatically open, resize and save back into the project image overlays.
2005-03-24c--Fixed the "Find", "Find Again" and "Cancel" buttons on the "IndexofFigures" stack.
2005-03-24b--made "FigureCationStack" & "FigureCaption'Data" stack for "Figure" stacks, added & added buttons for displaying the "FigureCaption'Data" stack to ProjectModifier" script to save captions
2005-03-19--Got tooltip to work in Figure stacks (it is put into the tooltip property of image "theimagebox" of grou "OverlayAndImageGroup"
--got tooltip to work in MagX field of Figure stacks
2005-03-18--Edited tab 3 of stack "ProjectModifer" the "Modify Overlays" group - edited typo in "GroupOverlay btn" from "locLock" to "lockLoc"
--Edited tab 1 of stack "ProjectModifer" - added button to open Thumbnails Overlays, and re-ordered "Open xxx Overlays" alphabetically
--To stack "ProjectModifer" added "Process Image Overlays" btn to lower right side of tab 3 & changed the label of "Replace Selected Overlays" to "Replace Overlays..."
--modified Thumbnail Stack script (openCard handler that is in the stack script)
--modified buttons to add objects, added btns to ungroup and Group objects on thumbnail Cds
2005-03-16 --fixed Figure1 to 4 stacks to load, group & ungroup overlays along with script in Index of Figures to check if figure is already open & go to it if so.
--edited script to make new Figure overlay cards in stack "DataStack".
2005-03-15 -- Fixed bug in stack script of "MapExplanation" stack that prevented the image "image1" in the stack "MapExplanation" from showing when stack called

image in from web note - it only became a problem when program was saved in stand-alone form, not in programming mode - solution: have stack visible when image is loaded, but first hide it, then place it off screen, make it visible, load, make invis, move to prev location, make vis.

-- fixed bug that kept the map tool from being reset to the browse or "Run" tool when clicked on (another btn was hiding the ResetBrowseTool1" btn.

--fixed script int "Controls-Access" btn of DDMMenus stack so that the "MapFeaturesAccess" stack's check mark gets set/unset properly (there were no spaces between word in script, which uses the stack's Title (which has spaces between words), and not name that doesn't. Also added script to generic cd in the stack "MapFeaturesAccess" to make it work

2005-03-14 -- fixed "next" and "prev" (arrow) buttons in "Thumbnail" Cards

--changed location of "MapEx" dir to be in main ddm dir

2005-03-11-- fixed bug in "Pref & SetUp" stack's "maprod1" & "mapprd2" buttons, where script's word "browse" was (mis)spelled "bowse"

--Set "MapExplanation" stack's cd 1 ("generic"" card's "MapFeatureBacker" group) to not act as background

--added script in CrossSection and COMU stacks to "getRightCard" handler to always hide the editing buttons (group/ungroup overlays) when not in development mode.

2005-03-08-- added script to Thumbnail" button of "Home Screen" to concatenate the assigned "S#'s" to the front of the file names of the files stored in a copy of the imagprod folder, to help in making thumbnail images.

2005-03-07-- To stack script of "MapFEaturesAccess", the "moveMe" handler, added
if globAutoMoveContolPalettes = "false" then exit MoveMe

--to cd 1 of IcnMakerInages stack, the 'mouseUp" handler, added
if globThisImageNumber = "" then
 answer "You need to enter an image number before you can make an icon."
   exit mouseUp
  end if

--reworked script to "AddObjectsToOverlay" button to properly resec globNumOfLayers after adding objects, and to keep fro adding the "show control Palette, rectLoc and ImageNumber objects to the Map stack's group "OverlayAndImageGroup"

2005-03-02a--added script to the "FinishedIcons" stack openstack handler to assure this stack always remains topLevel (editable) set the style of stack "FinishedIcons" to toplevel

2005-03-02 -- added "lock messages" to line 2 of "Map" stack's "getMapOverlay" handler -this is critical to keeping the map from flickering when it changes thematic map type and has to scroll to a previous location.

2005-03-01 -- commented out WindowsMenu & checks in "MapFeaturesAccess" stack's card.

2005-02-28b--added "emptyImageSwitchMap" handler to "Map" stack from DDM-SVF fix that I forgot to port to Template

--fixed "SaveEditsIntoOverlays" script of Project Modifier Cd 1 for Maps, which in last if-then was not properly resizing Maps when they were saved by replacing "put the bottomright of stack globStacktoCheck" with "put the bottomright of stack Map"

--fixed last line in Type3 to Type9 buttons of "Preferences and SetUp" stack to read "to browse tool" not "to bowse tool".

--commented out last two lines in "mouseUp" handler of fields which serve as

outlines of map segment areas and their labels to call up those segments - those two lines cause map segment to scroll to given setting, and can be uncommented by ddm-maker if scroll is needed.

2005-02-28a--added two new btns to "DataStack" that let one add new cards to Image and Map Overlay stacks directly from the DataSTack.

--corrected ojects in "MapOverlays" Card of stack "ProjectModifier", which had one too many "ImageNumber" fields, and had no "MeasuredGraphicsField" - critical since it is copied to new Map Overlay cards

2005-02-27--Rearranged order of substack

2005-02-26a--Rearranged layer positions of Thematic Map Type buttons and their label fields, and simplified blue retangle enclosing the two used Thematic Map Type buttons

2005-02-26-- added warnings and exit option to buttons on the stack "DataStack" that either delete cards or text from fields.

2005-02-23c--Generalized the script of "Find" , "Find Again" and "Cancel" btns on stacks "Figure1" to "Figure4" so they work properly on all stacks (and could be transfered to othe rlike stacks).

-Modified script on btns in "DataStack" to make new cards in COMU, XC and Figures stacks

-changed objects of "Figure" card (cd 7) of Project Modifier & altered what is transfered from t to make new Figure stack cards

2005-02-22 -added "MagOff" group to the 4 Figure stacks and to the "Image Stack Control Palette" to return to browse (arrow) tool & cancel mag/demag settings on images & figures & map stacks

--added "control cluster" grouping to 4 figure stacks in upper left side

-Corrected bug that didn't let stack "Image1" show up in windows Menu when it opend.

-Completed getting Thumbnail stack to append the open card number to it's title in "Windows" menu

2005-02-20 -- added Thumbnail capability , and capability to alt-click on "Thumbnails" btn on home screen, which will rename all imagprod files to prefix their image number (S#) before the file name, so a thumbnail will be created in same order as S#'s in "Index of Images"

2005-02-19 - added buttons to "Optional Objects" stack to call up Correlation (of Map Unit) Charts (CC#01) , Figures (F#001) and Cross Sections (XC#01).

--made all "Index" palettes resizable, with "on resizeStack" script to stack level of each "Index of xxx" stack

- to stack "DataStack" added checkboxes and script to add or subtract menu items to "Controls-Access", to open or close "Index Of xxx" palettes, depending on which you want to use in yor DDM.

--Added "Figure1 to Figure4 stacks to project

2005-02-14a-- Added "figureData" field & btns to copy text to "Index of Figures" stack & btn sto empty "FiguresData" field on DataStac" & remove text in scrolling field of stack "Index of Figures"

2005-02-14 -- Added 'COMUData' & 'CrossSecData' fields to "DataStack" and modified stack script to CorrelationofMapUnits to change now files are loaded. Also added two buttons to delete cards in stacks "CorrelationofMapUnits' & "CrossSections" & two buttons to remove text from 'COMUData' & two btns to remove text from 'CrossSecData' fields in "DataStack"

--added two cards to "ProjectModifer" stack which contain all objects that are copied from the respective card ("COMU" & "CrossSection") when new cards are created in either of the stacks "CorrelationOfMapUnits" or "CrossSections".
--To the "Preferences and SetUp" button on "Home" stack added "open cd 1 of stack "Project Modifier" so that cd 1 is opened instead of another when the stack is first opened.
2005-02-11 -- modified script to btn "OpenURLtoWebSite" on mainStack's "Welcome" screen to open URL listed in label of btn "OpenURLtoWebSite"
--also modiefied "Web Access" btn code to get data for web access from label of btn "OpenURLtoWebSite" - critically puts this into global globPathToProjOnly, used in numerous handlers to access data
2005-02-08a -- added script to open web browser directly from URL on "Welcome to" screen's button "OpenURLtoWebSite", labeled "Check for DDM updates from:"
--modified "Open Program Status Notes" button label
2005-01-28 added below script to end of btn "Controls-Access" of stack "DDMMenus"
put the title of stack "DynamicDigitalMapHomeScreen" into btn "Windows" of group "DDMMenuBar" of stack DDMMenus
which effectively removes all previous menu itemsof open windows except the home screen

2004-12-30 --> added code to change index map when thematic maps are changed, if and only if an index of the name corresponding to the mapprod1, 2, 3, etc. folder exists (e.g "indexmap2.jpg", "indexmap3.jpg", etc., must be in the folder named "datadir", otherwise it defaults to simply fill the image "IndexMapBase" with a file named "indexmap.jpg"
2004-12-28 --> modified "Map" stack's card 1 script in the "magnifyMapCdScript handler ito test on Win32 platforms if map will get beyond 4000 x 4000 in pixel dimentions, and put message out that you can't mag to that size on windows platforms, starting with "if MagFactorSpWd > 1 and the platform = "Win32" then"
-->added "set the loc 301,8" , etc. as appropriate to "Find Text", "Find Again" and "Cancel" btns in this card
2004-12-27-->added "set the cursor to arrow" script to "UnGroup Overlays" and "Group Overlays" buttons of Project Modifer stack
-->added revised script to stacks "ImageIconMaker" and "FinishedIcons" that allow user to make compound icons for opening an Image (Click) or Movie (Alt-Click") and also makes a ToolTip that gives user info on both options -->this involves also adding modified "fixToolTip" handler to MainStack script, (added 2004-12-28)
2004-12-16 --
--Fixed this ProgrammingNotesStack up so that field & stack are resizable, and have search & find buttons
--in the script for "DataList" fld of the "Type1ClickList" to "Type12ClickList" stack's "mouseUp" handler. replaced   2 lines:

```
     send CancelFindItAgain to stack "Map"
   send findFeature to Stack "Map"
with:
   if the mode of stack "Map" > 0 then
     send CancelFindItAgain to stack "Map"
     send findFeature to Stack "Map"
   else
```

send findGrcObjectOnMap to stack "IndexofMapsandImagesWithFeature"
    end if

 so "Map" stack does not open with no map in it when you are trying to locate a sample with map closed
--addition to mouseUp handler TyepXClickList stack's "DataList" field
if the mode of stack "Map" > 0 then
      send CancelFindItAgain to stack "Map"
      send findFeature to Stack "Map"
   else
      send findGrcObjectOnMap to stack "IndexofMapsandImagesWithFeature"
    end if
2004-12-14 --
--added the following first line to the MapTools cd1 stack script's "on preOpenStack" handler
  set the minimizeBox of me to true
it apprears to be needed so the tool icon show in the stack
--changed the fld in the IntroToDDMs" stack to scrolling field & changed the font to Verdana & 12 pt to work as larger size in Win32 environment
2004-12-10--
 --added examples buttons to of Hide & show graphic and groups t "OptionalObjects" stack
-- in mainStack added handler "FixToolTipFTicons" to display tooltip showing the stop and field trip that will be seen when clicked on; also will show image info if you use icon that opens field guide and image (the double-click option)
--in Fld "MapData" of Stack "DataStack " modified handler "getFldTripNumFromMapNum" to correctly open field trip stop
--modified all script of field trip stop icons in OptionalObjects stack to automatically display which field trip they refer to via toolTip,
2004-12-06
--Added second card to "FinishedIcons" stack which has a rect grc on it that makes selecting Groups true on mouseEnter (despite the script which makes it look otherwise). This is set up so that if , when you open, resize or move the FinishedIcons stack, if you don't have the graphic on cd 1, it gets copied from cd 2 to cd 1.
--added script to btn "Open Finished Icons window" of "IconMakerIMages" stack to open cd 1 of "FinishedIcons" stack

2004-12-03 -- added script "of cd 1" to buttons mapprod1 to mapprod9 of "PreferencesandSetUp" stack: if the hilite of btn globMapType of cd 1 of stack "DynamicDigitalMapHomeScreen"
--added "case 4" to SwitchMap handlers in Mainstack script to handle a map magnified by 4X
--moved "on MouseDoubledown" from cd 1 of stack "DynamicDigitalMapHomeScreen" to the stack level
-- on mainstack "Welcome t to
 splash screen , in both 'Web Access and "Local Access" btns, set the exit to "exit mouseUp" instead of "quit"
2004-11-29b-- re organized if-then statements in "Map" stack's card 1 handlers

"setThisToLoc" & "setToDifferentSize" to speed up execution for map & did same in mainstack's script for same two handlers
--added "set the loc of me to 34,13" to btn "show/Hide labels" of "ImageStackControlPalaette"
--commented out "msg" line in Image1 to 9 stacks script
2004-11-29 -- added script to "Map" stack "getMapOverlay" handler to set the cursor to busy, lock messages to speed up transformation to different thematic maps and magnify maps
--added script to card "MapStackCd1" of "Map" stack to speed up transformation to different thematic maps and magnify maps handlers, " MagnifyWd" and magnifyMapCdScript"
2004-11-27a--added "lock screen" and "lock messages" & "set the cursor to busy" to handler getMap of fld "MapData" of stack "DataStack",
-- added "set the cursor to busy" to SwitchMap handler of mainstack script a
--added "set the cursor to busy" & "lock messages"to getMapOverlay handler of "map" stack
added unlock screen & lock screen into MouseUp handler of buttons mapprod1 to mapprod9 of "PreferencesandSetUp" stack like so:
 unlock screen
  set the hilite of btn globMapType to true
  lock screen

2004-11-24 - modifed --SwitchMap handler in MainStack Script to make include overLay when switch the thematic map type. Also had to modify the "GetMap" handler in the Fld "MapData" of the stack "DataStack"
2004-11-21
--added script to each image stack (image1 to image9) to keep invisible objects from becoming visible when you use the Show/Hide Labels button on the Image Stack Control Palette - need to replace all stack script in image stacks and then be sure each "image1" is changed to the correct imageX (e.g. in second image stack, change it to "image2". Also need to modify mainStack script by adding the following just after the end switch sub in the getImage handler:
     send makeInvisibleControlsList to stack thisStackName
     -- makeInvisibleControlsList is in image stacks,
     --   used to reset invis controls when show/hide shows overlay after hiding them

2004-11-16 -- -Still NEED TO ADD SCRIPT TO ALLOW EDITS IN "TEXTFIELD" IN CARDS OTHER THAN THE FIRST IN G# STACKS – as of now, you have to use Rev's Application Browser to open 2nd , 3rd, etc cds to modify them.
2004-11-16 -- --comment out "insertText" call from "Level 1" to "3" btns in Pref & Set Up stack - don't need (text is inserted in comment field already in prev handler call) and it causes unwanted dialog to appear.
2004-11-15 -- modified mainstack script of handler findCaptionText to change title of ImageCaptionStack to the same as it's associated Image Stack
--modifed ImageCaptionStack on closeStack to change title back to its name
2004-11-13 -- edited Script of "Save Image" and "Save Map" btns of Image and Map stack control palettes to better save image & its overlays
2004-11-05 --changed Pref & Set Up Stacks' User Level (1,2 & 3) buttons so script

asks if want to change G# stacks if they are displayed when a change is made to User Level
--added script to G# stacks to space scrolling field's bottom up so can use scroll bar's lower right arrows to help scroll
--added script to all cards of all G# stacks to keep them from setting up an item in the Windows Menu when they open (they do keep checkmarks set/unset in the Access-Controls Menu)
--commented out script in cd 1 of all 4 index stacks so no longer set a menu item in Windows Menu on opening the stack (includes Indexes of Images, Articles, Maps & IndexofMapsandImagesWithFeature.
--added "send mouuseUp to btn "BrowseTool1" of stack"MapTools" to tn in Map Stack Control Palette to force windows btns to be visible consistently on opening.
2004-10-02 -- changed browse tool to arrow (from hand icon) and removed all set cursor to watch & then back to arrow (hand) except when magnify or de-magnify maps or images.
2004-09-25 -- added "fixStackSize handler to script of "MapExplanation" stack, and the group "MapFeatureBacker" to same stack, which deactivates (turns off) the measurement tool when it enters the group's graphic which the "fixstackSize" handler sets to be as large as the
2004-09-25- changed script of Find Text and Find Again buttons of all G# stack (Article/Guide palettes) so that text found remains centered in palette.
2004-09-22-
-added "set the topleft of me to 230,16" to "Features" button of stack "MapsStackControlPalette"-to keep it from wandering
-added resizable capability to all "G#" stacks (field trip or article stacks). - it is in a resizeStack handeler in the stack script.
2004-09-17 added Script to reset cursor to hand in "Map" stack (bug fix)
changed script in Mapp Tools stack for "km" & "mi" btns to rename an object from "cd control" to "fld" (bug fix)
added script to MeasurmentCollectionPalette's cd which is copied to the "overlayandImageGroup" when it is created to reset the cursor from a map mesuring tool to the "hand" - (new feature)
2004-08-31 changed --Script_for_fld_imageToMovieLookup of cd id 1002 of stack "DataStack" so a combo image/movie icon (with green body) will work outside of group "imageAndOverlayGroup"
 2004-07-16 fixed IconMakerImages stack so can resize the stack, and the scroll cannot be "over-opened beyond the size of the camera icons group
 2004-07-15 added to IconMakerImages stack capability to make an image camera icon into a (green-colored) icon that, with an option-click, will call up a movie of the same area - to do this added an "imageMovieLookup" field to the DataStack" which has script to use the field's textData to do the look up & open the appropriate move when option-clicked. Using option also adds "ToolTip" giving movie info as well as image info
2004-07-31 added identical script found in project's "on resizeStack" handler into new "on moveStack" handler of "Finished Icons stack" - it moves grc "MakeSelectingGroupsTrue" that has script that does just that
2004-07-29 commented out on scrollbardrag script of "measurementCollectionPalette" field
2004-07-28 added names to cds 3 (imageOverlayCd) & 4 (mapOverlayCd) of

ProjectModifer stack to reflect what they each contain (imageoverlays and map overlays) & modified script to btns add cards to map- & add cards to image- overlay stqack of ProjectModifer stack (used to call cd number & bugged when added new cds).
>2004-07-27 earlier added name to cd 2 (rectLocShowPalBtn) of ProjectModifer stack.
2004-07-24 - added capability to option (alt) click to call up movie from same icon as image & put look-up table in DataStack" to allow that to happen & modifed