DDM changes 2009-06-19

2009-06-19 -- fixed script to btn "Save New Settings File" of stack PreferencesAndSetUp as per that in dm-svf

--edited script in btn ending 2008-09-16 so when Tour stacks are added the old ones are deleted and the script of the TourControl stack and it's card are copied if the esisted before

2009-06-11 in mainstack script, replaced handler "checkForTextFileOfInitialSetting" with that from DDM-NE with streamlined script

--in mainstack script, replaced handler "OpenInTour" using one from DDM-SVF so can stop automated tour's start before it opens the stack "tour Welcome"

--replaced mainstack's cd1 script, so openCard handler tests if is first open of this card & if so, runs checkForTextFileOfInitialSetting handler so can change settings to enable the running of the automated tour

2006-06-10 replaced script of "Welcome to" btns "Use Web Access" and "Use Local Access" so they reformat the appropriate button on the Home Screen to make the label a two line label when you change the access type.

2009-06-05 -- here added in & debugged script to add btns to stack "ImageCaptionData" 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 (). --I don't know why it was taken out after btns were added to cd 2 of this stack on 2009-06-01, but it was!

2009-06-04 debugged latest update btns script

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".

2009-04-22 --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
Button "Apply changes made from 2008-12-17 to 2009-04-07" (others below)
--2009-04-06 edited ths text - note changes to stack "ProjectModifier" of 2009-04-05 included by replacing that stack created from DDM-Template on 2009-04-05
--2009-03-29 edited handler "setFontSize" of cd 1 of stack "Map" so it better reasizes field trip icons & the text of field trip stops
--2009-03-26- Partially reformats Stack "PreferencesSetUp" - be sure to check the formatting job this does this yourself - fixed by loading new version of Stack "PreferencesSetUp"
--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 invisiby 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 -stackMovies--2009-03-02 at end of handler openQTMovie resize & move player to make sure opens 2 seqentially opened QT movies to correct size

-- to btn "Windows" of group "DDMMenuBar of stack "DDMMemus" (from ddm-svf of 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"
--2009-03-03 (2009-02-28) to makelist handler of stack "MakeSearchList" added line to change notice from "Making List, Please wait" to "No Object Found on Map" at end of handler if none found

--2009-03-01 updated script to stack "MapStackcontrolPalette" & cloned stack to swap it out
--2009-02-26 (scripted 2009-02-09) in stacks mapFeaturesAccess, MapSearchList, MapExplanation"commented out setControlsAccessMenuChecks in open & closeCard handlers respectively
--2009-02-23 mainstack script to "getImage" handler added optional progressbar use & switched cursor to busy so can't be used when file is being read in from web
--to mainstack script to "getImage" handler commented out put "totalTime=" etc. into msg which can be uncommented if wanted to test time
--to mapstack in "closeStack" handler added reset capability of btn "Fit Window" from "Set to 1:1 Scale" so comes up "Fit Window" instead & changes toolTip
--to mapStackControlPalette openStack handler set btns to default locations and to "Fit Window" label & toggles from Set to 1:1 Scale" to "Fit Window"
--to ImageStackControlPalette openStack handler set btn "Fit Window" label & toggles from Set to 1:1 Scale" to "Fit Window"
--2009-02-14 (2009-03-01) reworked script & tooltip to btn "Show Control Palette" of Stack "Map" --2009-03-01 (2009-02-14)
--fldMapDataCd1DataStack--(from ddm-svf) 2009-02-13 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
--to stacks image1 to image9 to "focusIn" handler added script to set btn "Fit Window" label & toggles from Set to 1:1 Scale" to "Fit Window"
--2009-02-04 correctly appleid change of 2008-09-26 to sequentially cycle horizontal display palettes in Vista - which added script to palettes 'horzTypeXDataPalY' handlers edited script thtat controls placemnt 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) - note I had called to copy script of fld instead of textdata ealrier & was no script assigned to fld - which is why it didn't work
--2009-01-31 -- set script of stack "maopStackControlPalette" 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

2009-01-22 - edited these notes

2009-01-21--in script of fld "MapData" of Stack "DataStack"commented out <put totaltime....> statement note so doesn't pop up but can be uncommented if wanted

--moved copying of script of btn "reOrder" substacks to here so gets doen before it is run if the user doesn't run that in previous upDaters

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 "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

--2009-01-02 edited 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 Ovelays" of stack "ProjectMdofieir"

--2008-12-20 --in "map" stack- capability to copy scale measurements to other segments in setMapSegmentScale

--in btn "Set This Map Segment's 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
--2008-12-16 initializes global globProgressBarUse when preOpen Cd1 of mainStack by looking at hilite of btn "progressBarUse in stack PreferencesAnd
--move newly amended preOpenCd handler of cds 1 to 20 of "Tumbnails" 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 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 instqalled & give User the option to open it
---ShowHidePhotoIconsDDMHomeStack btn altered script so will also show hide field triostop icons e.g. those named "FT01-Stop01", looks for "FT"
--GNumStackScript--2008-12-02 added switch to open G#" stacks in clicklink handler

BUTTON 2008-09-17 to 2008-11-19
--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 "Files Exist" to check files in target for image and movie files

2008-11-05 updated 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

---2008-11-06--corrected script in DDMUpdater so it adds btn "Data Display Controls" of stack "DataStack" (see 2008-10-17 below)

--replaced old "MapSearchList" with new one that handles more drop-down menu items & correctly handles old ones

--added script to keep folks from trying to reorder substacks is they are using Rev 3.0, which doesn't work, must use Rev version 2.9 to reodrer substacks.

--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

2008-10-21- Corrected name of field on Cd 2 of Updater so script will copy "See All Possible Menu Items" to DataStack

2008-10-17 - To the stack "DataStack" added new buttons to more completely contol what Menu items are displayed in the 'Contriols-Access' menu.

2008-10-16 - To script of "Set Menus" buttons of mainStack and DDM Home Screen so they will let windows & Linux users re-open & make vis the RevMenuBar pallete that goes closes when an image or map window scrolls (they execute "MakeScrollBar" handler)

--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

--added script to palettes 'horzTypeXDataPalY' handlers edited script thtat controls placemnt 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)

--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)

BUTTON 2008-08-24 to 2008-09-16

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: template has new way of handling point letter 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
2008-08-15--
--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 "SiteAdderxxxxxx" 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 disburbing 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

-- in "Map" stack script in handler "SetMapSegScale" changed itemDel & which items to select so it finds correct overlay card in which to put map scale info when it is set

--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)

--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

2007-06-11 cdc --edited script of fld "SiteLabel" of cd 1 of stack "ProjectModifier" to remove existing script, which is not needed because mouseUp Handler of "Map" or "Image1 (to 9) stack's script deals with this.

  --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

--2007-06-12 to script for fld "photoListField" of stack "IndexOfMaps" provided humrous answer and exit if the user selects map "M#zzz"

--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.

--2007-05-18, 2007-05-25 --AnalyticalDataStackScript

--2007-05-25 to handler "formatDataHeadersHorizPals" added repeat llok to reformat flds DataHeader1 to 9

--2007-05-17 btnSECdPointFormatChooserStackLatLongAdder--sets scroll for clicking on SE point to max

--btnLocateLatLongcd1StackProjectModifier-2007-05-17

--2007-05-17 map stack script -send mouseUp to btn "Show Control Palette" to handler SettingLatLongPointSE (was closed to choose pixel for lat-long)--2007-05-17

--btnfindTextcdGeneticMapStackMapSearchList

-btnFindAgaincd1StackMapObjectList-2007-05-17 changed script to work on stack "MapObjectList" instead of "MapSearchtList"

--2007-05-08 btn"add Sites" of group "modify Overlays" of cd 1 of stack "ProjectModifer" - added color option to labels & bee when done

--2007-05-03 cd1ofMapstack2007-05-03

--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

--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.