Modifications to DDM-Template:
(from the Open ProgrammingStatusNotes button, splash screen)
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:

```plaintext
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
--modified 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 handler 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 MeasurementCollectionPalette's cd which is copied to the "overlayandImageGroup" when it is created to reset the cursor from a map measuring 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 ProjectModifier stack to reflect what they each contain (imageoverlays and map overlays) & modified script to btns add cards to map- & add cards to image-overlay stack of ProjectModifier stack (used to call cd number & bugged when added new cds).
>2004-07-27 earlier added name to cd 2 (rectLocShowPalBtn) of ProjectModifier 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 & modified Add in web page screen grabs to make Project Overview Figure out why Win32 (only) Mag over 2X doesn't work - note - it works OK in DDM-TSP!

Add in at & long read outs on Maps