

Todo List

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1. Needed Improvements

- [all]
 - localization: sort by targets, IOException
 - Use dataHeader to optimize for MM6/7or8 game versioning
 - Item info order is wrong for last few fields for MM6
 - Display item info
 - Terrain normal distances seem to have swapped axis
 - LightSource Attributes orderings are inconsistent between versions.
 - Light Source controls needed.
 - duplicate/add/delete lod resources and files
 - Show lod file index as part of tree view
 - mapResetCount is probably a 2-byte short with another 2-byte-short field following it.
 - Decode dlw remaining data.
 - Fix control array index # to be adjusted number
 - Show variable dlw unknown3 records
 - Handle offsets in blv Unknown0 data
 - Items in chest control array
 - create decoding table tool and handler
 - decode identified status bits - 0/1 id, 0/2 broken, 0/4?
 - handle special magic in chest items, gold in items
 - decode unknown3 in chest items (item class?)
 - Dirty status for handler data changes
 - lodresourcecontroller instance tracker (especially for dirty data)
 - Add new/changed palette support for importing sprites.
 - Remove sprite loading lookup table objects and read array directly
 - Pal handler imports
 - Bin file handlers
 - Raw file imports
 - MM7 and MM8 level format differences
 - Some events have different formats
 - Odm/blv/ddm/dlw have slightly different formats for mm7 and mm8
- # mkienenb

2. Useful Enhancements

- [all]
 - PageUp/PageDown for scroller in displayed components.
 - Retrieve save panel from application controller for persistence
 - Multiple monitor panel (a la eclipse background tasks)

Todo List

- Refactor UnlodFrame into display and control classes
- Provide separate getData for raw/decoded composite data
- Have icon palettes as part of getData/writeData
- Load in multiple-image formats.
- Write file converter functions for importing/exporting/displaying fnt files
- Write tests that compute the md5 signature for all extracted MM6-8 resources to insure the basic unpacking code is still valid.
- Find a better way to locate MM8LevelEditor.properties?
- Somehow find installation directory for MM6-8 and make the default path point to one of them?
- Create handler mechanism so LodFileLoader can be versioned and no longer referenced in org.gamenet.
- Create loader mechanism for loading various LOD file types rather than hardcoding them in LodFileLoader

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3. Feedback

- **[feedback]** Mail mkienenb@alaska.net (mailto:mkienenb@alaska.net) with feedback. #mkienenb