

Scratch

- Feature 'object initializers' cannot be used because it is not part of the C# 2.0 language specification
 - Fix: Needed Mono >= 1.9

/home/sandy/Photos/2008/02/25/IMG_1450.jpg
/home/sandy/Photos/2008/02/25/IMG_1451.jpg

test content

<http://msdn.microsoft.com/en-us/library/system.windows.forms.button.aspx>

r104829

course

http://bugzilla.gnome.org/show_activity.cgi?id=341071

[http://www.ncbi.nlm.nih.gov/sites/entrez?Db=gene&Cmd=DetailsSearch&Term=SLC40A1\[Gene%2FProtein+Name\]](http://www.ncbi.nlm.nih.gov/sites/entrez?Db=gene&Cmd=DetailsSearch&Term=SLC40A1[Gene%2FProtein+Name])

[Ximian-mono-list] On LINQ to SQL, and team directions.

<https://www.google.com>

This patch does the following:

1. Works around the problem described in this bug by clearing the GTK_MODULES environment variable before running gtk_init_check (after which it restores the original value).
2. Reflects into the UIAutomationWinforms assembly to load UIA support (in a static constructor of Application). That assembly will do the work of checking to see whether or not a11y is turned on in the SBL system. If it can't find that assembly, nothing happens.
3. Adds an internal static event to Application called PreRun, used in UIA, fired when Application.Run is called.
4. Adds an internal static event to Application called FormAdded, used in UIA to enable a11y for new Forms.

I'd like to get this reviewed and into SVN, so that our packagers don't have to worry about packaging a patch

</usr/lib/browser-plugins>

Fatal error: Call to undefined function SetupNeededResponse() in </opt/php-openid-2.0.1/Auth/OpenID/Consumer.php> on line 717

This morning I released Tasque 0.1.6 to a legion of hungry Linux users. I can't believe it's been three months since 0.1.5 was released! You can expect to see 0.1.7 a lot quicker, especially because there are some good patches in bugzilla that just need a bit of review.

As you might expect, Tasque 0.1.6 is our best release yet. There's a new task entry widget at the top of the main window, and due dates are parsed right out of the task text. Plus, there are the usual handful of bug fixes, including a few crashers.

Give it a try, and let us know what you think!

Dr Valdez: 287-4438

Iteration Meeting Notes:

- Makefiles w/ decriptor
- Wrote some words to help with parallel mono
 - Helped everybody get that set up
- Finish freaking makefiles
- Get back to providers

Carol Cell: 415-902-2019

AR Heating and A/C - 702-646-4000

test a thing
weird.

[mono] [~/mono-svn/uia2atk/src/UIAutomationWinforms](#) @ svn log -l 5 .

r107962 | mcarrion | 2008-07-15 07:03:16 -0700 (Tue, 15 Jul 2008) | 5 lines

New events added: GridPatternRowCountPropertyEvent and GridPatternColumnCountPropertyEvent. StatusBarGridProviderBehavior updated.

r107917 | mcarrion | 2008-07-14 15:37:50 -0700 (Mon, 14 Jul 2008) | 4 lines

ListBoxProvider updated to generate StructureChanged events for ScrollBars and Items, when adding or removing them; navigation events used to update tree. NavigationChain refactored.

r107768 | mcarrion | 2008-07-11 15:43:45 -0700 (Fri, 11 Jul 2008) | 2 lines

New test for NavigationChain class

r107767 | mcarrion | 2008-07-11 15:42:12 -0700 (Fri, 11 Jul 2008) | 5 lines

Navigation updated in ListBox: ListBoxNavigation uses ListBoxProvider events to update navigation. ProviderEventType fields updated to match pattern: [Pattern-name][Property/Event-name](Property|Event).

101 West 100 North 1800 Novell Pl loc: Provo, UT

10:30AM Sun
9:40AM Sun

r107572 | sandyarm | 2008-07-09 10:56:33 -0700 (Wed, 09 Jul 2008) | 2 lines

* UIAutomationWinforms/Mono.UIAutomation.WinForms.Behaviors/StatusBarGridProviderBehavior.cs:
Commenting-out some code that doesn't currently build.

Fridge Work

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43398283

Iteration Meeting Notes

I've been spending a lot of time fixing up base provider unit tests this iteration (not yet committed). I've found some issues with my LabeledBy property implementation. I'm thinking now that I've just made some mistakes using the Navigation stuff, so I'll ask Mario for some help there today.

I'm also working to add support for recursive property changes...for example when a control's BoundingRectangleProperty changes, this should also change for its children, etc.

I also have a bridge patch to notify at-spi when IsOffscreenProperty and BoundingRectangleProperty change, but I need to genericize it a bit because right now it's only implemented for Button. This is related to bug #411345.

I will have all of these bits wrapped up by the end of the week. Then I can move on to the next control. Also, decriptor has been working to see if we can get the UIA and WindowsBase assemblies moved from olive to mcs. I'm going to get him some details about how far along WindowsBase is, and I may also be helping him to finish filling out missing fields/classes/etc in olive's UIA assemblies. The discussion won't really start until Miguel is back in town next week.

Oh, and I'm not sure that I'll be able to work Friday. I have to fast and take some nasty drugs in preparation for yet another doctor appointment (on Saturday), so that might affect my ability to work.

Just typing going to type a bunch more! And here's a bunch more text! And her's a bunch

My original gnome-sharp install is from 6-22

test

test (less ident than above, lame!) [549011](#)

public abstract interface TextImplementor

```
// Methods
public abstract string GetText(int start_offset, int end_offset)
public abstract string GetTextAfterOffset(int offset, TextBoundary boundary_type, out int
start_offset, out int end_offset)
public abstract string GetTextAtOffset(int offset, TextBoundary boundary_type, out int
start_offset, out int end_offset)
public abstract char GetCharacterAtOffset(int offset)
public abstract string GetTextBeforeOffset(int offset, TextBoundary boundary_type, out int
start_offset, out int end_offset)
public abstract SList GetRunAttributes(int offset, out int start_offset, out int end_offset)
public abstract void GetCharacterExtents(int offset, out int x, out int y, out int width, out int
height, CoordType coords)
public abstract int GetOffsetAtPoint(int x, int y, CoordType coords)
public abstract string GetSelection(int selection_num, out int start_offset, out int end_offset)
public abstract bool AddSelection(int start_offset, int end_offset)
public abstract bool RemoveSelection(int selection_num)
public abstract bool SetSelection(int selection_num, int start_offset, int end_offset)
public abstract bool SetCaretOffset(int offset)
public abstract void GetRangeExtents(int start_offset, int end_offset, CoordType coord_type, out
TextRectangle rect)
public abstract TextRange GetBoundedRanges(TextRectangle rect, CoordType coord_type,
TextClipType x_clip_type, TextClipType y_clip_type)
```

```
public abstract int CaretOffset
public abstract SList DefaultAttributes
public abstract int CharacterCount
```