

Gimini v0.16 conception

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0.1 GUI

0.1.1 Redraw

Standard behaviour : Redraw all

While dragging :

- 1 Draw static items, save on back; draw moving items
- 2 Recheck position of nodes; if one node moved, go to 1
- 3 Draw *back*
- 4 Draw moving nodes
- 5 Clear *back*

0.2 Screen size

Supported : 1280*1024; 1024*768

Virtual screen size : 10'000*10'000. (Note : memory !!!)

When zoom=100%, unit is the pixel

0.3 To think

0.3.1 Printing

Template, borderStyle, cartouche

0.3.2 Node

Text styles : Bold, font, size

linkType : Dashed, Lined, BezierLine, PressionBezierLine; fillColor, border-Color ?

0.3.3 Styles

Styles : 1st level, 2nd level, etc ?

0.3.4 Floating elements

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0.3.5 Mindmap

Attributes EditionMode, liveMode ?

0.3.6 Saving process

0.3.7 Live processing

0.3.8 Architectre

Modules

0.4 Coding guidelines

- 78 characters width
- Classes begin with a capitalized letter
- Indentation of 4 characters