

Repository: <http://source.impara.de/Sophie>

Refresh Browse History Changes Load Merge Adopt Copy Diff

- Sophie-FontManager
- Sophie-Markings
- Sophie-Numbering
- Sophie-Packaging
- Sophie-Pages
- Sophie-Rendering
- Sophie-Style

Sophie-CSS
Sophie-Examples
Sophie-FontManager
Sophie-Markings
Sophie-Numbering
Sophie-PackageLoader
Sophie-Pages
Sophie-Rendering

Sophie-Numbering-JMM.3.mcz
Sophie-Numbering-mir.2.mcz
Sophie-Numbering-mir.1.mcz

Transcript

```

May 2005 3:56:09 pm)
62-t544.image priorSource: 21322472
May 2005 3:57:39 pm)

```

System Browser: IslandVMTweaksTestCase

- System-Support
- System-Support-Tests
- BecomeTest
- IslandVMTweaksTestCase
- all --
- primitives
- miscellaneous
- ng

```

aaaREADMEaboutPrimit
classOf:
instVarOf:at:
instVarOf:at:put:
nextInstanceAfter:
nextObjectAfter:
replaceIn:from:to:with
returnTwelve
someInstanceOf:
someObject

```

Workspace

```

This is a Tweak Full 3.8 image, updated to tweak update544 plus all the Sophie packages as of May 6th 2005 15:55 PDT.
Smalltalk vmPath 'Macintosh HD:Users:tim:Documents:Squeak:'
(BookContentComputedTextNode onText: '3+4') compositingStream
0 tinyBenchmarks
positioning of a walker -
can the node realistically be anything other than the current node anyway?
if new node set, we ought to build parent stack that matches the new node. don't seem to be doing that now.
how to go backwards? why would we want to?
how to go from one pos to another, rather than to end?
what boundary conditions?

```

```

correctly"
.
: 29) bitInvert).
29)).
@100 corner: 380@550).
@100 corner: 700@550).

```

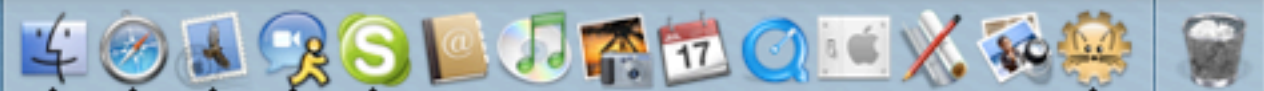
```

addFrame: frame2;

```

Widgets Supplies

From: "colonel428" <sswail@aol.com>



S
q
u
e
a
k

T
o
o
l
s