

Software Manual

Inkboard

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Table of Contents

- [Documentation, Standards and Conventions](#)
 - [Source Code Files](#)
 - [Software Installation](#)
 - [To Do List](#)
 - [Revision History](#)
-

Documentation, Standards and Conventions

Internal Documentation

The inkboard project is broken down into two main modules: the Inkscape module and the Jabber module.

The Inkscape module, not to be confused with the pre-existing code of Inkscape itself, encapsulates all interactions with Inkscape. These actions include, but are not limited to, capture of change data, display of objects on screen, and display of menu items and options to the user.

The Jabber module, not to be confused with Jabber instant-messaging protocols, encapsulates all of the interactions with the Jabber protocols and the Loudmouth library. These actions include, but are not limited to, establishing connections with the specified jabber server, determining availability of buddies, sending messages among connected instances of Inkboard, and keeping track of message order.

These modules are kept as separate as possible, communicating only through a well-defined interface between them. The Inkscape module is blind and ignorant of all connectivity needs. It knows only that it must display information on the screen, via the Inkscape workspace or user prompts, and has no knowledge of the origins of that data. The Jabber module, in turn, does not understand the contents of the pre-formatted messages it

delivers, receives, and queues. The Jabber module knows only that it must establish connections and send messages based on the data received from the Inkboard module.

In order to better define the relationships between these modules, the following documents were created:

Use Case Model. This defines the project and the expected activity and responses generated by Inkboard throughout the course of all possible states. These use cases form the basis for the other documents which detail precisely how these cases are handled by the Inkboard code.

Finite State Machine Specification. This document describes all of the possible states of the Inkboard session and the necessary actions and user prompts associated with each state.

Inkscape-Jabber Program Code Interface. This document spells out all of the interconnecting methods of the two modules and gives method stubs and descriptions. It also contains graphs to chart the desired communications behavior between the two modules in response to events generated through the Inkboard session.

UI Prototype. Shows the ideas used to create the current Inkboard UI. The UI was designed to be mesh smoothly with Inkscape UI and be as minimal and non-invasive as possible. The UI Prototype is associated primarily with the Inkscape module.

Design Document. Shows the ideas generated and discarded in favor of the current Jabber communications setup. The Design Document is associated primarily with the Jabber module.

Coding Standards

The Inkboard project used the coding styles of its parent project, Inkscape. These styles can be found at:

http://inkscape.sourceforge.net/doc/coding_style.php

File Naming Conventions

Source files should be named according to the observed Inkscape conventions of version 0.40, the version used for Inkboard creation and compilation. Files should be named with an easily understandable name, abbreviated if necessary, and use the underscore (_) in favor of spaces in the file name. The files used in Inkboard are:

```
src/inkboard.cpp
src/inkboard.h
src/dialogs/InkBMsg_dialog.cpp
src/dialogs/InkBMsg_dialog.h
```

src/xml/inkboard_connect.cpp
src/xml/inkboard_connect.h

Source Code Files

inkboard.cpp

- Purpose: I'm not certain that this file still exists
- Contains: <used to describe the subprograms/functions/classes contained in the file>
 - <subprogram/function/class name - one per bullet> - <purpose>
- Programming Language:
 - C
 - C++
- Links to:
 - <sourcecodefilename.extension> - <subprogram/function/class name>

inkboard.h

- Purpose: I'm not certain that this file still exists
- Contains: <used to describe the subprograms/functions/classes contained in the file>
 - <subprogram/function/class name - one per bullet> - <purpose>
- Programming Language:
 - C
 - C++
- Links to:
 - <sourcecodefilename.extension> - <subprogram/function/class name>

InkBMsg_dialog.cpp

- Purpose: All of the functions associated with the Inkscape module
- Contains: <used to describe the subprograms/functions/classes contained in the file>
 - <subprogram/function/class name - one per bullet> - <purpose>
- Programming Language:
 - C
 - C++
- Links to:
 - <sourcecodefilename.extension> - <subprogram/function/class name>

InkBMsg_dialog.h

- Purpose: Headers and prototypes for the Inkscape module
- Contains: <used to describe the subprograms/functions/classes contained in the file>
 - <subprogram/function/class name - one per bullet> - <purpose>
- Programming Language:
 - C
 - C++
- Links to:
 - <sourcecodefilename.extension> - <subprogram/function/class name>

inkboard_connect.cpp

- Purpose: All of the functions associated with the Jabber module
- Contains: <used to describe the subprograms/functions/classes contained in the file>
 - <subprogram/function/class name - one per bullet> - <purpose>
- Programming Language:
 - C
 - C++
- Links to:
 - <sourcecodefilename.extension> - <subprogram/function/class name>

inkboard_connect.h

- Purpose: Headers and prototypes for the Jabber module
- Contains: <used to describe the subprograms/functions/classes contained in the file>
 - <subprogram/function/class name - one per bullet> - <purpose>
- Programming Language:
 - C
 - C++
- Links to:
 - <sourcecodefilename.extension> - <subprogram/function/class name>

Software Installation

Inkboard Development Platform

- Hardware
 - Internet connection (cable or better is preferred)
 - Any required Inkscape hardware

- Software
 - Inkscape version 0.40
 - Red Hat Linux operating system (used for initial development)
 - C/C++ compiler
 - C/C++ development environment or text editor
- Installation and Configuration Instructions for the Client's Software
 - Download the source code in lieu of the binaried

Inkboard Client Delivery Platform

- Hardware
 - Internet connection (cable or better is preferred)
 - Any required Inkscape hardware
- Software
 - Inkscape binaries (a version that includes Inkboard)
 - Operating system capable of running at least one of the formats Inkscape is distributed in:
 - [.gz](#)
 - [.bz2](#)
 - [.rpm](#)
 - [i386 .rpm](#)
 - [i686 .rpm](#)
 - [.package](#)
 - [.exe](#)
- Installation and Configuration Instructions for the Client's Software
 - Download the binary associated with client's operating system
 - Run binary (self-contained)

To Do List

#	Who	Due	What
1	Brandi	5/5/2005	Insert function list/descriptions

Revision History

Date	Who	Revision
5/9/2005	Brandi	Document created