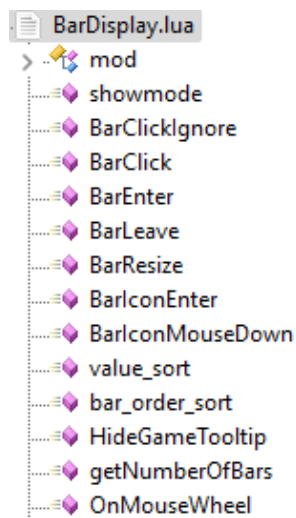
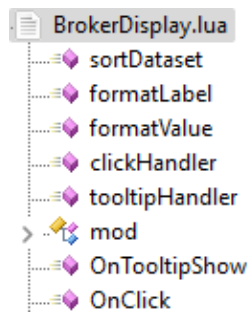


Overview

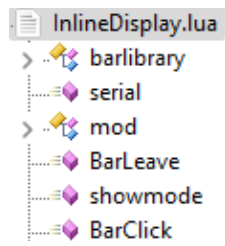
-  BarDisplay.lua
-  BrokerDisplay.lua
-  InlineDisplay.lua
-  Menus.lua
-  Options.lua
-  Skada.lua

BarDisplay.lua (functions)**Description (short and to the point)**

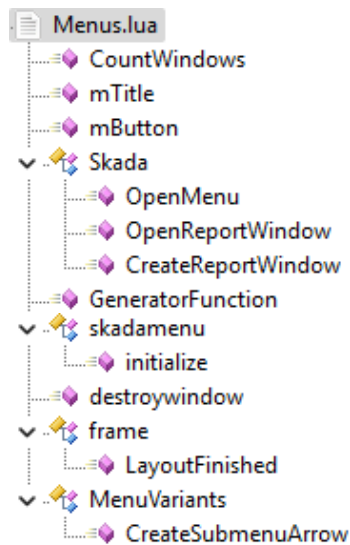
- Skada's Bar display, creation and management (selectively updated).

BrokerDisplay.lua (functions)**Description (short and to the point)**

- LibDataBroker (LDB) data object with an optional internal frame.

InlineDisplay.lua (functions)**Description (short and to the point)**

- Inline bar display, creation and management.

Menus.lua (functions)**Description (short and to the point)**

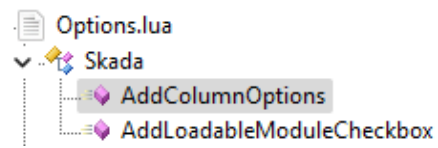
- Switch to the Blizzard menu (new framework) as a replacement for the UI dropdown menu.
- Alphabetical and category mode for skada windows/reports added.
- Revision of the skada menu and its submenu items.
- Revision of the report menu and its submenu items.

Hint (why new framework implementation)

- A replacement menuing system has been implemented that serves as a replacement for the existing UIDropDownMenu framework.
- All Blizzard defined menus have been migrated to the new menu system.
- Documentation and examples have been provided by Blizzard in the 11.0.0 Menu Implementation Guide script in the user interface code export. Simplified examples for common use cases are provided below.
- The new menu system may eventually make its way into Classic, but this isn't expected to be the case for potentially quite some time.
- UIDropDownMenu has been retained for addon compatibility only, and is otherwise considered deprecated.
- Utilities built around UIDropDownMenu such as EasyMenu have however been removed.

References (examples)

- https://warcraft.wiki.gg/wiki/Patch_11.0.0/API_changes#New_menu_system
- https://warcraft.wiki.gg/wiki/Blizzard_Menu_implementation_guide

Options.lua (functions)**Description (short and to the point)**

- Adds column configuration options for a mode.
- Adds the module selected from the checkbox.

Skada.lua (functions)

Extremely large function tree, therefore only...

Description (short and to the point)**function Skada:CreateWindow(name, db, display) (updatet)**

- "NEW" rebuilding SkadaWindowsSort/SkadaWindowsChanges.

function Window:AddOptions() (updatet)

- "REN" rebuilding SkadaWindowsSort/SkadaWindowsChanges.
- "DEL" rebuilding SkadaWindowsSort/SkadaWindowsChanges.

Validation (skada-window names)

- Only a-z, A-Z are allowed letters.
- The name of a skada window consists of minimum 1 and maximum 22 letter(s).
- Each skada window name is internally converted to the form capital letter followed by lowercase letter(s) (Examples: a -> A, aTEST -> Atest).

Check (duplicates)

- The skada window names are not context sensitive.
This means aTest, ATEST, ATEst ... -> Atest! So you can only once generate a skada window named by Atest (Tooltip shows it).

Sorts ("ALP"/"CAT"/"CSA"/"CSC"/"CSK"/"LDR")

- ALP, alphabetical (use skada function getName()).
- CAT, categorized (use skada function getName()).
- CSA, channel alphabetical.
- CSC, channel categorized.
- CSK, channel kind alphabetical.
- LDR, log data reverse.

Gametootip (internal events "DEL"/"INS"/"REN")

- Del, delete selected skada window.
- Ins, insert skada window (Check duplicates).
- Ren, Rename selected skada window (Check duplicates).