//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

//\* PROJECT: Meltdown Website \*

//\* PRODUCT: Meltdown Website Promotion \*

//\* PROGRAM: Meltdown Website Version History \*

//\* VERSION: Module - V01.00.00 \*

//\* CODE: JavaScript \*

//\* MODULE: VersionHistory.docx \*

//\* AUTHOR: James Pellegrini \*

//\* DATE: 01/21/13 - 04/04/14 \*

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

//\* DEVELOPER: James Pellegrini \*

//\* COMPANY: MillWare WebPages, L.L.C. \*

//\* P.O. Box XXXX \*

//\* Millbury, MA. 01527 \*

//\* (508) xxx-xxxx \*

//\* COPYRIGHT: (C) 2012-2013 By MillWare WebPages (James Pellegrini) \*

//\* LICENSE: Complete Ownership of all Code and Intellectual Property. \*

//\* LICENSE SOURCE OBJECT \*

//\* PROPERTY: CODE CODE \*

//\* Ownership - Yes - Yes \*

//\* Application - Yes - Yes \*

//\* Replication - Yes - Yes \*

//\* Modification - Yes - Yes \*

//\* Distribution - Yes - Yes \*

//\* Operation - Yes - Yes \*

//\* Sale - Yes - Yes \*

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

//\* CLIENT: James Pellegrini \*

//\* COMPANY: DrumBeat NetWorks, L.L.C. \*

//\* P.O. Box XXXX \*

//\* Millbury, MA. 01527 \*

//\* (508) xxx-xxxx \*

//\* LICENSE: Limited according to the following License Properties: \*

//\* LICENSE SOURCE OBJECT \*

//\* PROPERTY: CODE CODE \*

//\* Ownership - Yes - Yes \*

//\* Application - Yes - Yes \*

//\* Replication - Yes - Yes \*

//\* Modification - Yes - Yes \*

//\* Distribution - Yes - Yes \*

//\* Operation - Yes - Yes \*

//\* Sale - Yes - Yes \*

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

//\* SYSTEMS: \*

//\* HOST: \*

//\* HARDWARE: CPU/Speed AMD Phenom II X6 1045T/2700 MHz \*

//\* Memory/Drive 8.0 GB RAM / 1.0 TB DISC \*

//\* SOFTWARE: OS Windows 7 Home Premium \*

//\* Browser Internet Explorer \*

//\* \*

//\* DEVELOPMENT: \*

//\* HARDWARE: Development System Host PC \*

//\* Storage Medium Host PC Hard Drive \*

//\* Distribution Medium Broadband Internet \*

//\* Display Resolution 1920 x 1080 \*

//\* SOFTWARE: Development Environment Eclipse for PHP Developers \*

//\* Language Tools HTML/CSS/JavaScript/PHP/MySQL \*

//\* \*

//\* TARGET: \*

//\* HARDWARE: Traditional Platforms All PCs, Desktops & Laptops \*

//\* Mobile Platforms All PCs, Tablets, & Phones \*

//\* SOFTWARE: Operating Systems All \*

//\* Browsers All \*

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

 **VERSION HISTORY: Total Meltdown Website Code**

 RELEASE 1: V01.00.00 - Date: 06/08/13 - Tag: none

 I started writing the code for this website on 01/21/13. This version of code contains all the code that was written up to 06/08/13.

 RELEASE 2: V01.02.00 - Date: 06/14/13 - Tag: JIM 06/14/13

 1. I eliminated the "Google Analytics Tracking Code" patch. This code seemed to cause a huge delay of several minutes during the initial loading of the website. So if you have Internet Explorer and had trouble loading my website this may fix the problem.

 2. I added an instruction button. This button opens a box that that gives fairly thorough notes on; the website resources, where to click, and what to expect. So now you don't have to navigate totally blind. (Octavio A. thanks for the suggestion.)

 3. I added code to properly modify the cursor. Now, when the cursor hovers over a clickable link, hot spot, or button; the cursor changes to a pointer (hand). This is a convention used by most web applications. (John K. thanks for the suggestion.)

 4. The Saga of Meltdown Header: Previously there was an "Under Construction" .gif displayed if the user clicked on this header. I have now added text content about "The Saga of Meltdown. More fun reading baby!

 I hope that these changes make visiting the "Total Meltdown" website a more enjoyable experience. Hey, I'm still learning about this stuff too you know!

 RELEASE 3: V01.04.00 - Date: 07/02/13 - Tag: JIM 06/28/13

 1. I released the first 20 verified "Guitar Tabs of Meltdown".

 2. I updated the Meltdown schedule.

 3. I fixed some minor editing errors which had no major effect on the website.

 4. I unsuccessfully tried to fix the “QuestionBox” problem.

 RELEASE 4: V01.06.00 - Date: 08/08/13 - Tag: JIM 07/12/13

 1. I widened the two yellow windows in the Total Meltdown artwork to better accommodate the scrolling text schedule and the upcoming navigation text.

 2. I used my web host redirect tool so that;

URL: [TotalMeltdown.comeze.com/](http://totalmeltdown.comeze.com/) will redirect the user to this website’s root page;

URL: <http://www.totalmeltdown.comeze.com/Code-HTML/Index.html>, the former being a much easier URL to remember.

 3. I cut and paste the hit counter code from my web host for website statistics.

 4. Created the “Index\_Info.js” module.

 5. I added the code for the “Navigation Revelation” feature. This new feature displays text in the Total Meltdown artwork in the left yellow window. Basically, when the user hovers over a selected “active” link, text is displayed in this window, and the user can read (hopefully) amusing suggestions for navigating the website.

 6. I added the “VersionButton” to display the current version running and to display this document when it is clicked.

 7. I added the Total Meltdown email link so that users can click on it and email feedback to me.

 8. I released the second 20 verified "Guitar Tabs of Meltdown". This addition makes a total of 40 guitar tabs.

RELEASE 5: V01.08.00 - Date: 03/06/14 - Tag: JIM 02/12/14

 1. Moved “Scroll Information System” from Index\_Info.js to Index.js.

 2. FIX: (Index.html, Site.css, Index.js, Marbles.js) I added quotes and a second backslash where needed to be compatible with CHROME.

 3. FIX: (Fireworks.js, Marbles.js) Changed from a capital “P” to a small “p” on “play()” method.

 4. (Marbles.js) I streamlined the code to play a sound file.

 5. (Index.html) I changed the names of the embedded sound files to be more systematically identifiable.

 6. (Marbles.js) I integrated “<audio>” tag code to support CHROME audio as well as previously supported “IE” audio in CreateTrackElements().

 7. (Fireworks.js) I integrated “<audio controls>” code to support CHROME audio as well as previously supported “IE” audio in CreateExplosionElements().

 8. (Index.js, Index.html) Added the “CreateIndexSoundFileElements()” JavaScript code and removed the old HTML code. This includes code to support CHROME audio as well as previously supported “IE” audio.

 9. (VolumeXX\_IssueYY) I integrated “<audio controls>” code to support CHROME audio as well as previously supported “IE” audio in each issue of “The Saga of Meltdown” that contains audio files.

 10. Added “Mouse Over” code for the Three Stooges.

 11. Added code for the “Powered By” label so that when clicked it links to JavaScript code that displays browser and system environment information.

 12. By adding quotes and backslashes (See Item 2.) where needed (to be compatible with CHROME) I eliminated the “Question Box Kludge”, otherwise known as the “QuestionBox problem”. This display bug has plagued my website since its inception and I just couldn’t track down the cause. So, I eliminated all the associated QuestionBoxKludge() code which I wrote to try to make the display behave.

 13. I went to the W3C “Markup Validation Service” website at <http://validator.w3.org/> and ran my HTML 4.01 Transitional code through their HTML validation program. There were 96 (minor) errors which I corrected to be in compliance with the W3C. I then applied the service to some of my JavaScript embedded HTML code.

 W3C Fixes:

 \* Removed many unneeded terminating “/" and terminating “</img>”.

 \* Added “Alt=....” to all “<img>” elements.

 \* Replaced “\\” with “/” for all external file directories references.

 \* Removed [border=”0”] incorrectly used as text attributes.

 \* Replaced [language=“javascript”] with [type=”text/javascript”]

 \* Replace [align=”texttop”] with [align=”top”] in “HIT COUNTER CODE”.

 \* Moved Liquid Gold Rule attributes into CSS file.

 \* Added quotes to various arguments that were missing.

 14. I found a “JavaScript Lint” online validation program to check my Javascript source code at <http://www.javascriptlint.com/index.htm>. I then ran all my files through it and fixed an array of minor errors that it detected. There are still more “fixes” to make.

 15. I updated the Meltdown schedule for March 2014.

 16. I did some research concerning “DOCTYPE” and I believe that I need to change my code to conform to “HTML5” rather than “HTML 4.01 Transitional”. It seems that now all the browsers support HTML5 compliant code in a more uniform manor. Fortunately, many of the changes that I made in this version move it towards “HTML5”. I wish I had originally written the code to be HTML5 compliant but at the time my impression was that it wasn’t well supported by various browsers. So the goal of my next release (RELEASE 6) of this code will be to make the website compliant with “HTML5”. This means many changes; beginning with recoding the 8 main container boxes, and their content, so that they once again fit properly on the screen; and so much more. This move to HTML5 should be “interesting”.

RELEASE 6: V02.00.00 - Date: 04/08/14 - Tag: JIM 03/08/14

 1. I changed the “DOCTYPE” from “HTML 4.01 Transitional” to “HTML5”, and the character set from “charset=”ISO-8859-1” to “charset=”UTF-8”, as a start to become “HTML5” compliant.

 2. The “HTML COMPLIANT HEADER CODE” was created and moved to the top of the file to be compliant with HTML5.

 3. To conform with HTML5, I moved elements that are obsolete in HTML5 to the CSS file.

 4. To conform with HTML5, I changed elements that have different names or methods.

 5. I modified the “ResizeColumnMiddle()” code so that the “Middle Column” and the “LED Display” now fills both to the left and the right when expanded. And they drop down so as to not cover up the left and right (Title) pictures. Also the expanded left and right margins have been corrected.

 6. I fixed all the issues that kept objects from animating in HTML5.

 7. I fixed all the issues that were needed to get the <audio> tag to work in HTML5 and finally all the audio elements are working (annunciating). This included eliminating the old method and creating the “SetVolumeOfSoundElements()” to regulate the audio volume of individual sounds. Also the “.stop()” method was replaced by the HTML5 “.pause()” method.

 8. I created the “ShowPremedContent()” function and “ShowAnagramContent()” function which cleaned up the logic for the anagram feature. I also re-centered the position of the “Exit” and “Next” buttons I and reformatted the code of “ShowAnagramContent()” to display the buttons in a more user friendly manor. I also added the “Answer” button to the “ShowAnagramContent()” function.

 9. I created the “GetExternalButtonPositions()” function for better code structure and to eliminate sloppy reiterated code.

 10. I created classes including “Class\_FireworksFrames”, “Class\_VolIssueButtons”, “Class\_VolIssueText”, “Class\_MM\_Buttons”, and “Class\_Marbles” for a better structured CSS file.

 11. I fixed the last two bugs, both concerning the fireworks display. The first (and easier) problem to solve was this: when you clicked on the “Next” button in the “ShowResultContent()” function, it would go to the “ShowMasterstrokeContent()” but it would then jump right out and not display its content. The fix was a simple matter of changing the “ShowPremedState” flag value from “0” to “1”. The second problem was that the AnswerID element, used to input the anagram “Computer” answer, didn’t work in Chrome. This is the only time that I’ve used the text input tag so I had to do a little HTML research for this problem. With a little reading and playing around with the code, I got it to work.

 12. I modified the “ShowResultContent()” function so that when the rope is pulled (clicked), it toggles between the “Twilight Zone” music theme with “Eyeball” and the “Fireworks”.

 13. I downloaded three browsers “Firefox”, “Safari”, and “Opera” (I already have Internet Explorer and Chrome) so that I can test my website code out on all five major browsers. I did just that and I very happy with the results. It seems that all the work I have performed converting my code from “HTML 4.01 Transitional” to “HTML5” has paid off. Where previously my “Total Meltdown” website only worked in Internet Explorer 9 or 10, now, it works nicely in all five browsers.

 Browser Observations:

 \* Internet Explorer – Works great! Animation is good. This is the browser that I used while developing this website.

 \* Chrome – Works great! Animation is good. The button text is about 2 pixels lower that it should be.

 \* Firefox – Works good. Animation runs pretty fast like IE and Chrome. The button text is about 2 pixels lower that it should be. The fireworks anagram page incorrectly formats the last word of each button line. Some text seems to format incorrectly.

 \* Safari – Works okay. The button text is about 2 pixels lower that it should be. Animation is slow and jumpy.

 \* Opera – Works okay. Animation is good. It does not support MP3 files so you can’t hear any audio from my website. “System Environment” displays “Chrome” rather than “Opera” as the browser name.

 14. I added the Windfall.js code which contains all the content for the new feature which allows the user to learn about the band Windfall. The user can listen to 5 songs in MP3 format and read my comment about each song. The user can view 4 pictures and read my comment about each picture. The user can read “Windfall – Behind The Music” which is my personal retrospective about Windfall. I had to add code to the “Index.html”, Site.css, and Index.js files in order to support the new Windfall “Drum Buttons”.

 15. I added code to highlight the “Total Meltdown” Title text and the “Powered By” text when the user hovers over them. Code was modified in the “Index.html”, “Site.css”, “Index.js”, and “Index\_Info.js” files. I also eliminated code so that the aliens don’t appear when the user clicks on the “Total Meltdown Artwork”. In the process I also renamed the “TheTitle” ID to “Meltdown\_Text”; a more eponymous name.

 16. I wrote the “LED\_DisplayScrollDown(FirstCall)” function so that my LED Display can scroll downward. I thought this would be a good effect for the characters after displaying the title “Total Meltdown”. This was pretty easy to implement as the code is similar to the scroll left code. This is the new last feature that will be added to this version release.

 17. I changed the opacity property and argument to be compatible with HTML5. This property stopped working at the HTML5 conversion and it was just a simple matter of looking up the “format” of the property and applying it to the “Site.css” file.

 18. In the MoveInformation() function I changed the way that the scroll field length is determined. The reason I did this was that when I converted the code to HTML5 all the arguments in the ScrollMax array needed to be changed. So, rather than use a tedious heuristic method to change all these values, I replaced ScrollMax with an equation to calculate the field length.

 19. I removed onclick = "javascript:AlienRedShow();" from the “Index.html” file as well as the Index.js file so that the “Aliens” won’t appear when the TotalMeltdownArt.png image is clicked. This “feature” was always a little annoying because one could inadvertently click the image and start the alien sequence.

 20. Total Meltdown – The Explanation. At 4 hours before the re-launch I decided that I should add some text content when the user clicks on the “Total Meltdown” title. This text content would give reference to and explain why I chose “Meltdown” for the name of my one man, vocal and guitar, open mic act. As it turned out, I kind of expounded went off on a slight tangent. The text became considerably large and took me longer than I thought it would. So, I moved the launch date from 04/04/14 to 04/08/14. All the context is placed in the new ShowTotalMeltdown()function.

RELEASE 7: V02.02.00 - Date: 04/26/14 - Tag: JIM 04/18/14

 1. I added the Vol04\_Issue01.js file which contains “The Saga of Meltdown - Vol. 4 No. 01 (March 2014)”. This is the first S.O.M. that I released in over a year and it might have been a little wordy. Oh well!

 2. I added the code to support the two arrow buttons for the S.O.M. issues display. These buttons allow the user to easily “click” from row to row to view the volumes. Also, now upon loading the newest issues are displayed rather than the oldest.

RELEASE 8: V02.20.00 - Date: 10/08/14 - Tag: JIM 09/02/14

 1. I added the Vol04\_Issue02.js file which contains “The Saga of Meltdown - Vol. 4 No. 02 (April 2014)”. This is the first S.O.M. that I released since April and it might have been a little terse. Oh well!

 2. I added all the code to support my on-line album, “It Came From Open Mics”. This includes the creation of the following files: ICFOM.html, ICFOM.css, ICFOM.js, Index\_Info.js, and ICFOM\_LED.js. It also includes modification of the Index.html and Site.css files.

 3. I changed the code so that the S.O.M. issues display has columns of 12 rows max rather than 14 rows max. This allowed me to shorten up the lower three boxes allowing the bottom links to be seen, as well as, the bottom marbles (floating orbs).

 4. I modified the “Website Notes & Instructions” text to include the new “It Came From Open Mics” link. This is self-explanatory.

RELEASE 9: V02.20.02 - Date: 10/20/15 - Tag: JIM 10/12/15

 1. I created the DetectMobileDevice() routine to parse the navigator.userAgent string for the OS/Device that the user is operating. I came up with a pretty simple algorithm that uses arrays (lists of systems) and a “for” loop to test for each “system”. (No “brute force” code here!) This also makes it easy to update my code as new OS/devices are introduced.

 2. I created the DetectBrowserNameAndVersion() routine to parse the navigator.userAgent string for the browser name and version. I used a similar algorithm as in the DetectMobileDevice() routine. However, parsing for the version number was a little tricky. The routing detects the five most popular web browsers; Internet Explorer, Chrome, Firefox, Safari, and Opera. This routine replaces the DetectEnvironment() routine which was some code that I “referenced” from the web. I deleted all related DetectEnvironment() code.

 3. Added Orientation Test code for the System Environment content.

 4. Added Touch Screen Test code for the System Environment content.

 5. I went to the W3C “Markup Validation Service” website at <http://validator.w3.org/> and fixed a couple compliance issues with my HTML5 code. One was a file name that had spaces in it. Another was a file path with back slashes rather than forward slashes. Lastly there was a startup issue (which had been around for a while and badly handled); I had the write and modify a few lines of code to set the proper size of the TotalMeltdownArt.png in TotalMeltdown\_Child box before the home page loaded.