LiveCode 6.1.0-dp-1 Release Notes

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Overview
This document describes all the changes that have been made for LiveCode 6.1.0-dp-1, including bug fixes and new syntax.

Known issues
- The installer will currently fail if you run it from a network share on Windows. Please copy the installer to a local disk before launching on this platform.

Platform support
The engine supports a variety of operating systems and versions. This section describes the platforms that we ensure the engine runs on without issue (although in some cases with reduced functionality).

Windows
The engine supports the following Windows OSes:
- Windows 2000 SP4
- Windows XP SP2 and above
- Windows Server 2003
- Windows Vista SP1 and above (both 32-bit and 64-bit)
- Windows 7 (both 32-bit and 64-bit)
- Windows Server 2008

*Note:* On 64-bit platforms the engine still runs as a 32-bit application through the WoW layer.

Linux
The linux engine requires the following:
- 32-bit installation, or a 64-bit linux distribution that has a 32-bit compatibility layer
- 2.4.x or later kernel
- X11R5 capable Xserver running locally on a 24-bit display
- glibc 2.3.2 or later
- gtk/gdk/glib (optional – required for native theme support)
- pango/xft (optional – required for pdf printing, anti-aliased text and unicode font support)
- icms (optional – required for color profile support in JPEGs and PNGs)
- gksu (optional – required for elevate process support)

*Note:* The optional requirements (except for gksu and icms) are also required by Firefox and Chrome, so if your linux distribution runs one of those, it will run the engine.

*Note:* If the optional requirements are not present then the engine will still run but the specified features will be disabled.

*Note:* LiveCode and standalones it builds may work on remote Xservers and in other bit-depths, however this mode of operation is not currently supported.
Mac

The Mac engine supports:

- 10.4.11 (Tiger) on Intel and PowerPC
- 10.5.8 and later (Leopard) on Intel and PowerPC
- 10.6.x (Snow Leopard) on Intel
- 10.7.x (Lion) on Intel
- 10.8.x (Mountain Lion) on Intel

*Note: The engine runs as a 32-bit application regardless of the capabilities of the underlying processor.*
Setup

Installation

Each distinct version has its own complete folder – multiple versions will no longer install side-by-side: on Windows (and Linux), each distinct version will gain its own start menu (application menu) entry; on Mac, each distinct version will have its own app bundle.

The default location for the install on the different platforms when installing for 'all users' are:

- Windows: `<x86 program files folder>/RunRev/ LiveCode 6.1.0-dp-1`
- Linux: `/opt/runrev/livecode-6.1.0-dp-1`
- Mac: `~/Applications/ LiveCode 6.1.0-dp-1.app`

The default location for the install on the different platforms when installing for 'this user' are:

- Windows: `<user roaming app data folder>/RunRev/Components/LiveCode 6.1.0-dp-1`
- Linux: `~/.runrev/components/livecode-6.1.0-dp-1`
- Mac: `~/Applications/ LiveCode 6.1.0-dp-1.app`

**Note:** If your Linux distribution does not have the necessary support for authentication (gksu) then the installer will run without admin privileges so you will have to manually run it from an admin account to install into a privileged location.

Uninstallation

On Windows, the installer hooks into the standard Windows uninstall mechanism. This is accessible from the appropriate pane in the control panel.

On Mac, simply drag the app bundle to the Trash.

On Linux, the situation is currently less than ideal:

- open a terminal
- `cd` to the folder containing your rev install. e.g.

```bash
cd /opt/runrev/livecode-6.1.0-dp-1
```

- execute the `.setup.x86` file. i.e.

```bash
./.setup.x86
```

- follow the on-screen instructions.

Reporting installer issues

If you find that the installer fails to work for you then please file a bug report in the RQCC or email support@runrev.com so we can look into the problem.

In the case of failed install it is vitally important that you include the following information:

- Your platform and operating system version
- The location of your home/user folder
- The type of user account you are using (guest, restricted, admin etc.)
- The installer log file located as follows:
  - **Windows 2000/XP:** `<documents and settings folder>/<user>/Local Settings/`
• **Windows Vista/7**: `<user folder>/AppData/Local/RunRev/Logs`  
• **Linux**: `<home>/.runrev/logs`  
• **Mac**: `<home>/Library/Application Support/Logs/RunRev`

**Activation**

The licensing system ties your product licenses to a customer account system, meaning that you no longer have to worry about finding a license key after installing a new copy of LiveCode. Instead, you simply have to enter your email address and password that has been registered with our customer account system and your license key will be retrieved automatically.

Alternatively it is possible to activate the product via the use of a specially encrypted license file. These will be available for download from the customer center after logging into your account. This method will allow the product to be installed on machines that do not have access to the internet.

**Multi-user and network install support (4.5.3)**

In order to better support institutions needing to both deploy the IDE to many machines and to license them for all users on a given machine, a number of facilities have been added which are accessible by using the command-line.

*Note: These features are intended for use by IT administrators for the purposes of deploying LiveCode in multi-user situations. They are not supported for general use.*

**Command-line installation**

It is possible to invoke the installer from the command-line on both Mac and Windows. When invoked in this fashion, no GUI will be displayed, configuration being supplied by arguments passed to the installer.

On both platforms, the command is of the following form:

```sh
<exe> install nouni options
```

Here `options` is optional and consists of one or more of the following:

- `-allusers` Install the IDE for all users. If not specified, the install will be done for the current user only.
- `-desktopshortcut` Place a shortcut on the Desktop (Windows-only)
- `-startmenu` Place shortcuts in the Start Menu (Windows-only)
- `-location` The location to install into. If not specified, the location defaults to those described in the `Layout` section above.
- `-log logfile` A file to place a log of all actions in. If not specified, no log is generated.

Note that the command-line variant of the installer does not do any authentication. Thus, if you wish to install to an admin-only location you will need to be running as administrator before executing the command. As the installer is actually a GUI application, it needs to be run slightly differently from other command-line programs.

In what follows `<installerexe>` should be replaced with the path of the installer executable or app (inside the DMG) that has been downloaded.

On Windows, you need to do:

```sh
start /wait <installerexe> install nouni options
```
On Mac, you need to do:

```
"<installerexe>/Contents/MacOS/installer" install noui options
```

On both platforms, the result of the installation will be written to the console.

**Command-line activation**

In a similar vein to installation, it is possible to activate an installation of LiveCode for all-users of that machine by using the command-line. When invoked in this fashion, no GUI will be displayed, activation being controlled by any arguments passed.

On both platforms, the command is of the form:

```
<exe> activate -file license -passphrase phrase
```

This command will load the manual activation file from *license*, decrypt it using the given *passphrase* and then install a license file for all users of the computer. Manual activation files can be downloaded from the 'My Products' section of the RunRev customer accounts area.

This action can be undone using the following command:

```
<exe> deactivate
```

Again, as the LiveCode executable is actually a GUI application it needs to be run slightly differently from other command-line programs.

In what follows `<livecodeexe>` should be replaced with the path to the installed LiveCode executable or app that has been previously installed.

On Windows, you need to do:

```
start /wait <livecodeexe> activate -file license -passphrase phrase
start /wait <livecodeexe> deactivate
```

On Mac, you need to do:

```
"<livecodeexe>/Contents/MacOS/LiveCode" activate -file license -passphrase phrase
"<livecodeexe>/Contents/MacOS/LiveCode" deactivate
```

On both platforms, the result of the activation will be written to the console.

**Proposed changes**

The following changes are likely to occur in the next or subsequent non-maintenance release:

- The engine (both IDE and standalone) **will require** gtk, gdk, glib, pango and xft on Linux
Engine changes

The cardIds of group (6.1.0-dp-1)

A new property the cardIds of groups has been added. This returns a list of card ids corresponding to the cards the group is currently placed on. This has the same functionality as the cardNames of group, except it returns ids, not names.

The childControlNames and childControlIds of group (6.1.0-dp-1)

Two new properties the childControlNames and the childControlIds have been added to the group object. These properties return a list of names (or ids) of all the direct children of the group. (This is in contrast to the controlNames and controlIds properties which recurse into subgroups).

the effective visible (6.1.0-dp-1)

You can now use the 'effective' adjective when getting the visible property of a control. This allows you to determine whether the given control will actually be visible if the card it is on is current and its stack is visible. Specifically, 'the effective visible' returns true if, and only if, if it visible and all parent groups are visible.

Chained Behaviors (6.1.0-dp-1)

The behavior property of a control currently being used as a behavior will now be taken into account and result in the child behaviour deferring to the parent behavior in the same way a control defers to its behavior. For example, let's say you have the following setup:

field "Action" - behaviour set to button "Derived"

button "Derived" - behaviour set to button "Root"

button "Root"

Then the message path will be:

field "Action"

  button "Derived"

  button "Root"

<parent of field>

iOS Remote Control Support (6.1.0-dp-1)

Support has been added allowing access to the 'remote control' feature on iOS. This feature allows access to the audio controls both on an external device, and also on the device itself when in lock screen (via double-tapping on the Home button).

To use the new features, remote control access must be first enabled (iphoneEnableRemoteControl) and then the app must play audio. You also need to ensure that the audio category is set to 'playback'
(iphoneSetAudioCategory "playback").

The remote controls will be delivered via an `remoteControlReceived` message.

The information to display can be configured using `iphoneSetRemoteControlDisplay`.

**Enabling and Disabling Remote Control**

- `iphoneEnableRemoteControl`
- `iphoneDisableRemoteControl`
- `iphoneRemoteControlEnabled()`

Use the command `iphoneEnableRemoteControl` to start receiving remote control events after you start playing audio and the command `iphoneDisableRemoteControl` to stop receiving them. The `iphoneRemoteControlEnabled()` function returns true if they are currently enabled.

**Receiving Remote Control Events**

If remote control is enabled, and a remote control operation occurs then a `remoteControlReceived` message will be sent to the current card.

- `remoteControlReceived type`

Here `type` is one of: `play`, `pause`, `stop`, `toggle play pause`, `next track`, `previous track`, `begin seeking forward`, `begin seeking backward`, `end seeking forward`, `end seeking backward`.

**Configuring Remote Control Display**

When remote controls are enabled, information can be set that may be displayed on the remote control device, or on the (locked) home screen controls.

To configure this information use the `iphoneSetRemoteControlDisplay` command:

- `iphoneSetRemoteControlDisplay metadata`

Here, `metadata` is an array with one or more of the following keys:

- `title` - string
- `artist` - string
- `artwork` - either the text of an image or an image filename
- `composer` - string
- `genre` - string
- `album title` - string
- `album track count` - number
- `album track number` - number
- `disc count` - number
- `disc number` - number
- `chapter count` - number
- `chapter number` - number
- `playback duration` - number
- `elapsed playback time` - number
- `playback rate` - number
- `playback queue index` - number
- `playback queue count` - number
**Note:** There is no guarantee that any of this information will be used, it is up to the remote control device / iOS to decide.

**Note:** This functionality is only available on iOS 5.x and above.

**Locking Group Updates (6.1.0-dp-1)**

When a control within a group is resized or moved it causes all parents to recalculate their bounds appropriately. This action can now be temporarily suspended by using 'the lockUpdates' property of the group.

Typically, you'll want to set the lockUpdates of a group to true before performing moving or resizing child controls, and then turn it back to false afterwards. e.g.

```plaintext
on updateGroupedControls
    set the lockUpdates of me to true
    set the left of button 1 of me to the left of me + 10
    set the bottom of button 2 of me to the bottom of me - 10
    set the lockUpdates of me to false
end updateGroupedControls
```

**Note:** The lockUpdates property does not nest, and the group will not resize itself appropriately based on the child controls until it is set back to false.

**Random Number Generation (6.1.0-dp-1)**

The `randomBytes()` function has been updated to use the platform-provided cryptographic-quality pseudo-number-generator in the case that the SSL libraries are not available. This change means that this function is now always available on all platforms.

**Getting the Page Ranges of a Field (6.1.0-dp-1)**

There is a new property `the pageRanges of <field>`. This property (notionally) splits up the field content into pages based on the height of the field, and then returns a return-delimited list of char ranges. Each char range corresponds to an individual page.

For example, for a field capable of displaying two lines of text and containing these lines:

Line 1
Line 2
Line 3
Line 4
Line 5
The `pageRanges` would return:

1,14
15,28
29,42

**Improved properties Property (6.1.0-dp-1)**

The 'properties' object property has been significantly revised. In particular on fetching:

- It returns the minimal set of properties of an object to allow it to be recreated exactly.
- It returns unicode variants of properties if, and only if, they are needed.

And on storing it will ensure that properties are set in the correct order to ensure correct recreation of the object.

**Specific bug fixes (6.1.0-dp-1)**

*bug fixes specific to the current build are highlighted in bold, reverted bug fixes are stricken through*

10945  mobileControls() returns deleted controls in the list
10926  'filter' does not honour the lineDelimiter property.
10863  Group command doesn't throw an error when attempting to group a shared group.
Previous Release Notes

- 6.0.2 Release Notes: [http://downloads.livecode.com/livecode/6_0_2/LiveCodeNotes-6_0_2.pdf](http://downloads.livecode.com/livecode/6_0_2/LiveCodeNotes-6_0_2.pdf)
- 6.0.1 Release Notes: [http://downloads.livecode.com/livecode/6_0_1/LiveCodeNotes-6_0_1.pdf](http://downloads.livecode.com/livecode/6_0_1/LiveCodeNotes-6_0_1.pdf)
- 6.0.0 Release Notes: [http://downloads.livecode.com/livecode/6_0_0/LiveCodeNotes-6_0_0.pdf](http://downloads.livecode.com/livecode/6_0_0/LiveCodeNotes-6_0_0.pdf)