

LiveCode 6.1.2-rc-3 Release Notes

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Overview

This document describes all the changes that have been made for LiveCode 6.1.2-rc-3, 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/xfnt (optional – required for pdf printing, anti-aliased text and unicode font support)
- lcms (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 lcms) 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 6.1.2-rc-3
- Linux: /opt/runrev/livecode-6.1.2-rc-3
- Mac: /Applications/ LiveCode 6.1.2-rc-3.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 6.1.2-rc-3
- Linux: ~/.runrev/components/livecode-6.1.2-rc-3
- Mac: ~/Applications/ LiveCode 6.1.2-rc-3.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.

```
cd /opt/runrev/livecode-6.1.2-rc-3
```

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

```
./ .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:** <users folder>/<user>/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:

```
<exe> install noui 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 <i>location</i>	The location to install into. If not specified, the location defaults to those described in the <i>Layout</i> section above.
-log <i>logfile</i>	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:

```
start /wait <installerexe> install noui 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

Better quality printing on Mac (6.1.2-rc-3)

When printing on Mac, two things have been improved. The first is that semi-transparent groups (with default ink - copy / srcOver) will render directly rather than being rasterized first. The second is that PNG and JPEG images will pass their data directly through to the printer driver. The end result is that scaled images will print at higher resolution than they did before in many more cases.

iOS 7.0/Xcode 5.0 Support (6.1.2-rc-3)

Support has been added to the engine and IDE to allow for iOS builds using Xcode 5.0. This means that OS 10.8 users (required by Xcode 5.0) will need to have Xcode 5.0 installed and set up in LiveCode's preferences in order to produce Arm v7 builds. Arm v6 builds will still be produced using Xcode 4.4 (the last version to support Arm v6).

The table below details the versions of Xcode LiveCode requires on each platform to produce the given build type. In order to produce universal builds both the Arm v6 and Arm v7 Xcode SDKs will be required.

Platform	Arm v6	Arm v7
10.6	Xcode 4.2 (iOS 5.0)	Xcode 4.2 (iOS 5.0)
10.7	Xcode 4.3 (iOS 5.1)	Xcode 4.6 (iOS 6.1)
10.8	Xcode 4.3 (iOS 5.1)	Xcode 5.0 (iOS 7.0)

In addition to the above, the new iOS 7 icon sizes can be specified in the standalone builder. They are sized as follows:

- Retina iPhone: 120x120
- iPad: 76x76
- Retina iPad: 152x152

URL operations sometimes fail on Android (6.1.2-rc-3)

There is a bug in the Android Java HTTP layer which can cause URL operations to fail (<https://code.google.com/p/google-http-java-client/issues/detail?id=116>). This problem seems to be related to keep-alive connections, thus until this bug is addressed in Android the engine will now turn off keep-alive on startup.

Support for Arm v6 iOS builds dropped (6.1.2-rc-3)

The earliest version of iOS supported by LiveCode is 4.3. Since iOS 4.3 only runs on Arm v7 (and newer) devices, support for Arm v6 (and subsequently universal builds) has been dropped. This has in turn simplified the versions of Xcode a user needs to have installed in order to perform iOS device builds:

Platform	Xcode Version	iOS SDK Version
10.8	5.0	7.0
10.7	4.6	6.1
10.6	4.2	5.0

Crash when getting htmlText of certain fields. (6.1.2-rc-3)

AppleScript does not work on LiveCode IDE (6.1.2-rc-3)

This issue has been fixed. It was caused by incorrect naming of the rsrc file - it was LiveCode.rsrc rather than LiveCode-Community.rsrc or LiveCode-Commercial.rsrc. (The name of the rsrc file has to match the name of the executable file within the bundle).

Key code parameter to rawKey messages is always 0 on mobile. (6.1.2-rc-3)

The rawKey messages will now give pass the ASCII code of ASCII characters to rawKeyDown/Up when pressed. This is consistent with the Desktop's handling of the rawKey messages.

Spaces required between numeric and non-numeric components of a date to parse correctly (6.1.2-rc-3)

Date format string parsing has been made less strict in its processing, now collapsing one or more spaces together to allow a ' ' in a format string to match one or more input spaces. Additionally, spaces in the input after a formatting specifier was successfully matched are ignored. With these changes, both "10:41 PM" and "10:41PM" are accepted as valid times; previously, only the former was acceptable.

Caseless comparison not working correctly on some Linux distributions (6.1.2-rc-3)

For Linux distributions having their locale set to something other than ISO8859-1, caseless comparison was not working correctly. This has been fixed.

Offline activation fails in Ubuntu 10.04, 10.10, 12.04 (6.1.2-rc-3)

The installer now does not offer to launch LiveCode after installation as root (e.g. via su or sudo) on Linux in order to prevent the product from creating its activation files with the wrong permissions. Instead, LiveCode should be launched in the normal way after installation and activation occurs then.

Specific bug fixes (6.1.2-rc-3)

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

- 11266 **URL operations sometimes fail on Android**
- 11262 **Start centre missing from IDE**
- 11261 **Correct a failure to parse internet dates**
- 11258 **Support for Arm v6 iOS builds dropped**
- 11257 **iOS 7 icon entries missing from bundle plist**
- 11255 **Uninitialised parameter can cause crash in iPhonePickPhoto**
- 11234 **Ask/answer commands cause the iOS7 simulator to hang.**
- 11232 **iOS 7 Hi-Res iPad icon size requirements incorrect.**
- 11219 **Unable to set iPad status bar visibility independently of iPhone status bar visibility.**
- 11214 **Crash when getting htmlText of certain fields.**
- 11213 **The width of the fields in the message box is wrong.**
- 11212 **AppleScript does not work on LiveCode IDE**
- 11199 **Key code parameter to rawKey messages is always 0 on mobile.**
- 11193 **"set the tool to Browse" fails - case-sensitive**
- 11191 **Text corruption when joining paragraphs**
- 11189 **Basic table field with multiple tabStops stops inspector from working.**
- 11173 **Preferences show wrong panel**

- 11172 **Populating a datagrid from a card**
- 11166 **Android apps freeze on quit after relaunch from recent apps menu.**
- 11162 **Spaces required between numeric and non-numeric components of a date to parse correctly**
- 11160 **Caseless comparison not working correctly on some Linux distributions**
- 11143 **DataGrid throws error when setting show vscrollbar to false in preOpenControl on mobile.**
- 11141 **Gradient ramp rounding error**
- 11136 **Apps built for iOS 4.3 or later fail to launch on iOS 4.3 device.**
- 11098 **iOS minimum version in standalone builder is 3.1.3 (should be 4.3).**
- 11042 **Autoscript "compile error" with new menu items**
- 10888 **Crash in iOS 6 simulator when streaming video.**
- 10846 **Warn if password-protected stack is opened in Community Edition**
- 10634 **Script editor "go to definition" does not find handlers in behaviors**
- 10517 **iPad retina landscape image size warning incorrect.**
- 10159 **Offline activation fails in Ubuntu 10.04**

Dictionary additions

- **iphoneDisableRemoteControl** (*command*) has been added to the dictionary.
- **iphoneEnableRemoteControl** (*command*) has been added to the dictionary.
- **iphoneSetRemoteControlDisplay** (*command*) has been added to the dictionary.
- **averageDeviation** (*function*) has been added to the dictionary.
- **geometricMean** (*function*) has been added to the dictionary.
- **harmonicMean** (*function*) has been added to the dictionary.
- **iphoneIdentifierForVendor** (*function*) has been added to the dictionary.
- **iphoneRemoteControlEnabled** (*function*) has been added to the dictionary.
- **populationStandardDeviation** (*function*) has been added to the dictionary.
- **populationVariance** (*function*) has been added to the dictionary.
- **uuid** (*function*) has been added to the dictionary.
- **variance** (*function*) has been added to the dictionary.
- **remoteControlReceived** (*function*) has been added to the dictionary.
- **childControlIDs** (*property*) has been added to the dictionary.
- **childControlNames** (*property*) has been added to the dictionary.
- **pageRanges** (*property*) has been added to the dictionary.

Dictionary changes

- The entry for **combine** (*command*) has been updated.
- The entry for **do** (*command*) has been updated.
- The entry for **export snapshot** (*command*) has been updated.
- The entry for **import snapshot** (*command*) has been updated.
- The entry for **iphoneSetReachabilityTarget** (*command*) has been updated.
- The entry for **libURLDownloadToFile** (*command*) has been updated.
- The entry for **libURLSetSSLVerification** (*command*) has been updated.
- The entry for **mobileClearTouches** (*command*) has been updated.
- The entry for **mobileDisablePurchaseUpdates** (*command*) has been updated.

- The entry for **mobileEnablePurchaseUpdates** (*command*) has been updated.
- The entry for **mobilePurchaseConfirmDelivery** (*command*) has been updated.
- The entry for **mobilePurchaseCreate** (*command*) has been updated.
- The entry for **mobilePurchaseSendRequest** (*command*) has been updated.
- The entry for **mobilePurchaseSet** (*command*) has been updated.
- The entry for **mobilePurchaseVerify** (*command*) has been updated.
- The entry for **mobileRestorePurchases** (*command*) has been updated.
- The entry for **open process** (*command*) has been updated.
- The entry for **revBrowserSet** (*command*) has been updated.
- The entry for **split** (*command*) has been updated.
- The entry for **average** (*function*) has been updated.
- The entry for **controlAtLoc** (*function*) has been updated.
- The entry for **controlAtScreenLoc** (*function*) has been updated.
- The entry for **iphoneReachabilityTarget** (*command*) has been updated.
- The entry for **iphoneSystemIdentifier** (*function*) has been updated.
- The entry for **listRegistry** (*function*) has been updated.
- The entry for **mobileControlGet** (*function*) has been updated.
- The entry for **revXMLChildNames** (*function*) has been updated.
- The entry for **revXMLFirstChild** (*function*) has been updated.
- The entry for **revXMLNextSibling** (*function*) has been updated.
- The entry for **revXMLPreviousSibling** (*function*) has been updated.
- The entry for **standardDeviation** (*function*) has been updated.
- The entry for **adExpandEnd** (*message*) has been updated.
- The entry for **adExpandStart** (*message*) has been updated.
- The entry for **adResizeEnd** (*message*) has been updated.
- The entry for **adResizeStart** (*message*) has been updated.
- The entry for **objectSelectionEnded** (*message*) has been updated.
- The entry for **objectSelectionStarted** (*message*) has been updated.
- The entry for **reachabilityChanged** (*message*) has been updated.
- The entry for **=** (*operator*) has been updated.
- The entry for **is a** (*operator*) has been updated.
- The entry for **is not a** (*operator*) has been updated.
- The entry for **HTMLText** (*property*) has been updated.
- The entry for **RTFText** (*property*) has been updated.
- The entry for **allowDatagramBroadcasts** (*property*) has been updated.
- The entry for **behavior** (*property*) has been updated.
- The entry for **cardIDs** (*property*) has been updated.
- The entry for **formattedText** (*property*) has been updated.
- The entry for **height** (*property*) has been updated.
- The entry for **icon** (*property*) has been updated.
- The entry for **invisible** (*property*) has been updated.
- The entry for **listIndex** (*property*) has been updated.
- The entry for **maxHeight** (*property*) has been updated.
- The entry for **maxWidth** (*property*) has been updated.
- The entry for **metadata** (*property*) has been updated.
- The entry for **minHeight** (*property*) has been updated.
- The entry for **minWidth** (*property*) has been updated.
- The entry for **padding** (*property*) has been updated.
- The entry for **properties** (*property*) has been updated.
- The entry for **rectangle** (*property*) has been updated.

- The entry for **recursionLimit** (*property*) has been updated.
- The entry for **sslcertificates** (*property*) has been updated.
- The entry for **stackLimit** (*property*) has been updated.
- The entry for **textStyle** (*property*) has been updated.
- The entry for **visible** (*property*) has been updated.
- The entry for **width** (*property*) has been updated.

Previous Release Notes

- 6.1.1 Release Notes http://downloads.livecode.com/livecode/6_1_1/LiveCodeNotes-6_1_1.pdf
- 6.1.0 Release Notes http://downloads.livecode.com/livecode/6_1_0/LiveCodeNotes-6_1_0.pdf
- 6.0.2 Release Notes 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
- 6.0.0 Release Notes http://downloads.livecode.com/livecode/6_0_0/LiveCodeNotes-6_0_0.pdf