

LiveCode 6.6.2-rc-3 Release Notes

Table of contents

Overview

Known issues

Platform support

Windows

Linux

Mac

Setup

Installation

Uninstallation

Reporting installer issues

Activation

Multi-user and network install support (4.5.3)

Command-line installation

Command-line activation

Proposed changes

Engine changes

Some filesystem entries in the root of a volume on Mac report as files when they are really folders.

Memory leak in bitmap effects with spread of non-zero radius (e.g. spread 100%, radius 1; spread 50%, radius 2).

Specific bug fixes (6.6.2-rc-3)

Dictionary changes

Previous Release Notes

Overview

This document describes all the changes that have been made for LiveCode 6.6.2-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 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
- Windows 8.x (Desktop)

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:

- 10.5.8 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
- 10.9.x (Mavericks) 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 6.6.2-rc-3
- Linux: /opt/runrev/livecode-6.6.2-rc-3
- Mac: /Applications/ LiveCode 6.6.2-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 6.6.2-rc-3
- Linux: ~/.runrev/components/livecode-6.6.2-rc-3
- Mac: ~/Applications/ LiveCode 6.6.2-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-6.6.2-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

Some filesystem entries in the root of a volume on Mac report as files when they are really folders. (6.6.2-rc-3)

The 'net', 'home' and 'dev' folders do not report as folders in when using 'the folders' - they appear as files instead.

Memory leak in bitmap effects with spread of non-zero radius (e.g. spread 100%, radius 1; spread 50%, radius 2). (6.6.2-rc-3)

Specific bug fixes (6.6.2-rc-3)

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

- 12350 **The fontStyles is incorrect on iOS**
- 12294 **Crash and flaky behavior at certain points.**
- 12286 **Maximizing a window where only the title-bar is on-screen causes a crash on Mac.**
- 12265 **Rounded rects are drawn incorrectly when using the image editing tools with a linesize 1**
- 12239 **Magnification window shows corrupted image.**
- 12237 **Attempt to attach to the launching console on Windows (if any) in standalones.**
- 12236 **Dropdown menus are clipped on Windows when text scale > 100%**
- 12235 **Tooltips clipped on Windows when text scaling > 100%**
- 12227 **When Windows screen display is set to 125% popups sometimes break**
- 12223 **Windows backdrop doesn't cover the full desktop area when displayed on a high-dpi screen.**
- 12210 **revBrowserSnapshot not working on Windows with IE9+**
- 12206 **Buttons of menu type can't be inspected if first created object**
- 12200 **Some filesystem entries in the root of a volume on Mac report as files when they are really folders.**
- 12185 **Standalone engine crashes when -ui specified on Linux.**
- 12183 **Clicking in the scrollbar well doesn't work if the click is too short.**
- 12182 **'the pageRanges' doesn't work on fields with more than 64K chars.**
- 12175 **Setting the usePixelScaling property doesn't update all windows on Mac.**
- 12173 **Styling does not work for certain iOS fonts**
- 12170 **Non-existent command line parameter variables (\$) behave strangely with split.**
- 12146 **setting tabstops to 2 equal numbers and then turning vGrid on hangs LC**
- 12125 **put the executionContexts crashes LiveCode server**
- 12107 **exit causes livecode server to crash**
- 12105 **Livecode server crashed if you call paramCount()**
- 12101 **Graphics missing from imported Hypercard stack**
- 12099 **On awakening Android device from sleep**
- 12088 **The script editor doesn't scroll horizontally as text is entered**
- 12058 **The backdrop on Windows is always black**
- 12044 **Opaque groups do not completely draw their backgrounds when acceleratedRendering is enabled**

- 12037 **Slow-down in setting contents of fields on Windows since 6.1.3.**
- 12027 **On Retina Mac's scrollbars with small thumbs render smaller than they should.**
- 12020 **Caret is too thin on Retina displays.**
- 12010 **Windows engine hangs after multiple stack redraws.**
- 12008 **import screen snapshot on iOS creates image of incorrect size.**
- 12006 **HTTP (HTML) URLs encoded with anything other than a native character set are returned incorrectly**
- 11975 **"import snapshot from rect ..." only imports part of the screen on Windows**
- 11964 **Spacing is incorrect for Windows scaled text**
- 11933 **effective textColor returns empty value for styled text**
- 11920 **Memory leak in bitmap effects with spread of non-zero radius (e.g. spread 100%)**
- 11904 **Italic characters with underhang are clipped on windows**
- 11884 **Stoked graphics clipped when printed**
- 11860 **uuid and randomBytes functions don't work on iOS when Encryption support is not included**
- 11748 **Crash when putting an empty string into an XML node using PutIntoXMLNode.**
- 11708 **Anroid apps only partially drawn after rotating device during lock screen**
- 11690 **Once large scripts start scrolling the script editor**
- 11689 **ResizeControl is not sent when resizing images**
- 11662 **Round buttons are drawn incorrectly**
- 11603 **Backdrop not displayed on Linux**
- 11370 **Anti-aliasing inconsistent for 1 pixel lines and curves**
- 11072 **magnify and edit image crashes LC**
- 8041 **Only allow interaction with scrollbars on groups in browse mode.**
- 6400 **On Mac**
- 2627 **The machine() function returns "unknown" under Mac OSX**

Dictionary changes

- The entry for **create** (*command*) has been updated.
- The entry for **do** (*command*) has been updated.
- The entry for **export snapshot** (*command*) has been updated.
- The entry for **find** (*command*) has been updated.
- The entry for **plain** (*keyword*) has been updated.
- The entry for **HTMLText** (*property*) has been updated.
- The entry for **pageIncrement** (*property*) has been updated.
- The entry for **textStyle** (*property*) has been updated.

Previous Release Notes

6.6.1 Release Notes	http://downloads.livecode.com/livecode/6_6_1/LiveCodeNotes-6_6_1.pdf
6.6.0 Release Notes	http://downloads.livecode.com/livecode/6_6_0/LiveCodeNotes-6_6_0.pdf
6.5.2 Release Notes	http://downloads.livecode.com/livecode/6_5_2/LiveCodeNotes-6_5_2.pdf
6.5.1 Release Notes	http://downloads.livecode.com/livecode/6_5_1/LiveCodeNotes-6_5_1.pdf
6.5.0 Release Notes	http://downloads.livecode.com/livecode/6_5_0/LiveCodeNotes-6_5_0.pdf
6.1.3 Release Notes	http://downloads.livecode.com/livecode/6_1_3/LiveCodeNotes-6_1_3.pdf
6.1.2 Release Notes	http://downloads.livecode.com/livecode/6_1_2/LiveCodeNotes-6_1_2.pdf
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