LiveCode 6.7.0-rc-1 Release Notes

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Overview

This document describes all the changes that have been made for LiveCode 6.7.0-rc-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 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/xft (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:

- 10.6.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 6.7.0-rc-1
- Linux: /opt/runrev/livecode-6.7.0-rc-1
- Mac: /Applications/ LiveCode 6.7.0-rc-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 6.7.0-rc-1
- Linux: ~/.runrev/components/livecode-6.7.0-rc-1
- Mac: ~/Applications/ LiveCode 6.7.0-rc-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.

```
cd /opt/runrev/livecode-6.7.0-rc-1
```

- 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 *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:

    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

Multimedia on MacOS with AVFoundation (6.7.0-rc-1)

What has changed?

The player object until now used QuickTime/QTKit APIs for audio and video playback. Since both QuickTime and QTKit have been deprecated by Apple, we have updated the player to use the new AVFoundation API. AVFoundation does not provide a controller for multimedia playback until OSX 10.9 and their new control bar is also missing some of the features provided by the QTKIt controller, which required us to implement our own controller to ensure backward compatibility.
We have added two new properties to the player object enabling you to customise the appearance of the controller:

- The **hilitecolor** of a player is the color of the played area, the colour of the volume area, as well as the background color of a controller button when it is pressed.

- The **forecolor** of a player is the color of the selected area. The selected area is the area between the selection handles.

We have also added support for getting information about the download progress of a remote multimedia file:

- The **loadedtime** of a player is the time up to which the movie can be played. The download progress is also displayed on the controller well.

Note AVFoundation player is supported in OSX 10.8 and above. On systems running OSX 10.6 and 10.7, LiveCode continues to provide player functionality using the QTKit API.

Determining the edition of the running engine (6.7.0-rc-1)

There is a new global property **the editionType**. This property can be used to determine what edition of the engine is currently running.
It returns *community* if the currently running engine is the LiveCode Community IDE or a standalone built with LiveCode Community.
It returns *commercial* if the currently running engine is the LiveCode Commercial IDE or a standalone built with LiveCode Commercial.

Sound recording returns error message (6.7.0-rc-1)

The Quicktime implementation of sound recording has been updated to use the SGAudioMediaType in place of the deprecated SoundMediaType, to fix various errors with sound recording. Moreover a pausing feature has been added to the sound recorder, via the syntax **record pause** and **record resume**.

Specific bug fixes (6.7.0-rc-1)
(bug fixes specific to the current build are highlighted in bold, reverted bug fixes are stricken through)

    13284   **Mouse is still inside the window even when resizing**
    13279   **rawKeyDown passes the wrong keycode if Ctrl is pressed.**
    13273   **templateImage framecount is not accurate for animated GIF**
    13272   **Setting the scrollbars property of a CEF browser to false has no effect.**
    13270   **SSL doesn't work with MySQL driver on Android and iOS.**
    13268   **[[Player]] empty player shows image of last video when loading new video**

13267	Thumb does not update properly when movie is playing in some circumstances.
13264	App crashes when showing referenced images on Android devices
13261	Visual effect push problem
13256	htmlText with many nested styles can cause a crash.
13250	Crash when rendering Mac themed scrollbars
13243	[[Player]] Player object retains callbacks even though callbacks set to empty
13240	Test System crashes reliably
13230	Polygon markers draw incorrectly
13221	Artifacts can appear in bitmap effects when multicore rendering is used.
13220	Polyline with same starting point as ending point draws as degenerate dot in PDF printing.
13215	Can't type in output field of message box
13201	textFont in Text Formatting of inspector cannot scroll by a mouse
13196	Hirigana input source causes LiveCode to hang when entering 'h' then 'a'.
13193	[[Player]] LC hangs when you open a stack with a player with filename that does not exist
13191	FIX: flip graphic horizontally and vertically for complex graphics
13190	iOS standalone building fails with "cannot find valid identity"
13187	[[Player]] Printing players doesn't work
13174	Text is clipped when printing to PDF from OS X
13172	Auto detecting WPAD on OS X added
13171	WPAD URLs attempted to be used as proxies on OS X
13170	Auto config pac processing broken on OS X
13167	Crash when stack loses focus.
13166	Tab key doesn't insert tabs into fields that should accept them.
13163	showAll and LetterBox fullscreenmodes break on iOS
13161	Setting the playloudness of the templateAudioClip adjusts the system volume
13160	playloudness does not update when the user presses the mute button on keyboard
13159	Palettes not observing decorations under certain circumstances
13156	[[player]] Step back button and Callback Problems
13155	Crash setting iconGravity - only one line needed
13154	Crash when attempting to decode malformed arrayEncoded value.
13149	Crash when resizing fields containing tabbed text
13140	Quitting from the dock when app is in background waits until app is foreground to actually terminate.
13137	Setting currentTime of a player in response to a currentTimeChanged message can cause a hang.
13132	put the engine folder crashes in OSX 10.6
13127	centerRect property has no effect when image resizeQuality is "best"
13121	[[Player]] progress of movie downloaded/playable not indicated in controller well
13120	[[Player]] cmd key + click on step forward and step backward button for rewind
13118	Add Hi-DPI support option to Windows standalone settings dialog.
13117	multi-line button label shows incorrectly - backslash n not working
13109	crash dragging player to an empty stack
13099	[Player] Playback is locked when alwaysBuffer is true and video is playing
13091	[[player]] callback feature doesn't work when user moves scrubber

13064	**[[Player]] playSelection not working correctly**
13063	**[[Player]] selection by shift + click Play button delayed start and stop.**
13016	**Erratic behavior whilst moving a window along with excessive WindowServer CPU usage.**
12966	**revVideoGrabber - revVideoGrabDialog "audio" does not bring up dialog**
12885	**Sound recording returns error message**
12880	**File->Exit should be File->Quit**
12867	**Gradient colours display incorrectly on android**
12798	**libURL doesn't report actual redirect error**
12361	
12327	**Toggle usePixelScale property**
11755	**flip graphic gives erroneous results with complex graphics**
2902	**No error indicated if malformed URL used in url expression**

Dictionary additions

- **record pause** (*command*) has been added to the dictionary.
- **record resume** (*command*) has been added to the dictionary.
- **revBrowserOpenCef** (*function*) has been added to the dictionary.
- **editionType** (*property*) has been added to the dictionary.

Dictionary changes

- The entry for **revBrowserSet** (*command*) has been updated.

Previous Release Notes

6.6.2 Release Notes   http://downloads.livecode.com/livecode/6_6_2/LiveCodeNotes-6_6_2.pdf

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