

LiveCode 6.7.4-rc-2 Release Notes

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Previous Release Notes

Overview

This document describes all the changes that have been made for LiveCode 6.7.4-rc-2, 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 6.7.4-rc-2
- Linux: /opt/runrev/livecode-6.7.4-rc-2
- Mac: /Applications/ LiveCode 6.7.4-rc-2.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 6.7.4-rc-2
- Linux: ~/.runrev/components/livecode-6.7.4-rc-2
- Mac: ~/Applications/ LiveCode 6.7.4-rc-2.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-6.7.4-rc-2
```

- 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>/<user>/.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

Add revBrowser error callback messages. (6.7.4-rc-1)

Added two new callbacks sent by revBrowser.

Note that these messages are only sent from browsers opened with revBrowserOpenCEF.

Callback messages:

- browserDocumentFailed
- sent to the current card when the browser has encountered an error while loading a URL.
- browserDocumentFailedFrame
- sent to the current card when the browser has encountered an error while loading a URL into a frame.

New iOS status bar style (6.7.4-rc-1)

What has changed?

The way the status bar is displayed changed in iOS 7. Previously, if the status bar was visible, the app view was shifted down by height of the status bar (20 pixels). From iOS 7 and above, the app view is given these 20 pixels of extra height, and the status bar is displayed on top of the app view (i.e there is an overlapping). This is a feature added by Apple, to give developers control over what appears behind the content of the status bar.

Some users reported this change of behaviour as a bug, since it changed the way their existing stacks were displayed in iOS 7 and above. A quick fix to this would be updating the engine to move the app view down 20 pixels, if the status bar is opaque. However, this fix would not guarantee backwards compatibility, since some users may have already adjusted for iOS 7 status bar behaviour, and have modified their code to work with those changes.

So we decided to add a new **solid** status bar style, which is opaque and automatically shifts down the view content by 20 pixels. So the difference between "opaque" and "solid" status bar styles is the following:

| pre-iOS 7 | iOS 7+

-----|-----|-----

opaque | move the stack below the status bar | the status bar will be over the top

solid | move the stack below the status bar | move the stack below the status bar

[[In App Purchase]] Calling mobileStoreRestorePurchases when there are no previous purchases to restore (6.7.4-rc-1)

What has changed

Previously, if mobileStoreRestorePurchases was called and no previous purchases were made with that user account, nothing happened.

Now, a purchaseStateUpdate message is sent with state=restored and productID=""

Voice Over support (6.7.1-rc-4)

What has changed?

Prior to LC 6.6.4 RC3 one could not interact with LC stacks when Voice Over was turned on, for example, a LC button would not respond to touch events. This changed in LC 6.6.4 RC3, but broke interaction with native iOS controls, for example, links inside a mobile browser window did not work as expected with Voice Over. To address this issue, we added a new property to iOS native controls, **ignoreVoiceOverSensitivity**, that allow turning off Voice Over sensitivity for those objects.

Example:

```
on ShowVOBrowser
global gVOBrowserID
if the platform = "iPhone" then
if gVOBrowserID = empty then
MobileControlCreate "browser"
put the result into gVOBrowserID
end if
mobilecontrolset gVOBrowserID,"dataDetectorTypes","link"
mobilecontrolset gVOBrowserID, "ignoreVoiceOverSensitivity", "true"
mobilecontrolset gVOBrowserID,"rect",0,0,300,300
mobilecontrolset gVOBrowserID,"visible",true
end if
end ShowVOBrowser
```

```
on hideVOBrowser
global gVOBrowserID
if the platform = "iPhone" then
mobilecontrolset gVOBrowserID,"visible",false
mobilecontrolset gVOBrowserID, "ignoreVoiceOverSensitivity", "false"
end if
end hideVOBrowser
```

Moreover, we added a new LiveCode function, **mobileIsVoiceOverRunning**, to detect if Voice Over is turned on.

Cocoa Support (6.7.0)

With 6.7 we have replaced the majority of Carbon API usage with Cocoa. The goals of this work are three-fold:

- Allow embedding of native 'NSViews' into LiveCode windows (in particular, browser controls).
- Enable submission of LiveCode apps to the Mac AppStore.
- Enable eventual building of 64-bit versions of LiveCode for Mac.

We have achieved the first two of these goals in 6.7.

The instability issues caused by the AppStore sandbox when using mixed Cocoa and Carbon APIs has been resolved - LiveCode apps built with 6.7 can be successfully sandboxed and thus submitted to the AppStore.

The `dontUseQT` property is now true by default on Mac. This means that, by default, the AVKit implementation of the player will be used on 10.8 and above. Note that, as it stands, when `dontUseQT` is true neither QT visual effects nor sound recording will work.

The final goal (64-bit support) will be gradually worked towards over the next few LiveCode versions as the engine gets 'decarbonated' (usage of Carbon APIs which do not have 64-bit equivalents removed).

An important internal change which will affect maintainers of Mac externals that use the `windowId` is that this property now returns the 'global window number' (which is the unique ID the Window Server uses to

identify windows). To turn this into a Cocoa NSWindow pointer use [NSApp windowWithIdentifier: t_window_id]. Note that it is no longer possible to get a Carbon WindowRef, nor should this be attempted as trying to mix Carbon and Cocoa in this manner will cause instability inside the sandbox environment required by the Mac AppStore.

An important script visible change that has occurred due to the move to Cocoa is screen updating. Previously (when using Carbon) the OS would 'coalesce' successive requests to update the screen - the window buffer would be updated, but the window buffer would only be flushed when the OS decided to. In Cocoa, after a screen update the window buffer is *always* flushed. Outside of 'lock screen', the engine applies any screen updates after each command execution therefore in 6.7+ make sure you use lock screen around blocks of code that make many screen updates - unless you want each update to be visible. It should be noted that the behavior in 6.7 is now the same as on Windows and Linux however the OS takes longer to flush window updates to the screen on Mac than on the other platforms meaning that using lock screen is important.

Note: QTVR movies are no longer supported as they are not supported by QTKit nor AVKit.

Note: Drawers no longer work on Mac, they will appear as normal stacks.

Location Services Disabled with LC 6.6.4 (rc1) (6.7.0)

A new function **mobileLocationAuthorizationStatus** (or **iphoneLocationAuthorizationStatus**) has been added. This returns the current location authorization status of the calling application. The status can be one of the following:

- **notDetermined**: User has not yet made a choice with regards to this application
- **restricted**: The application is not authorized to use location service
- **denied**: User has explicitly denied authorization for this application, or location services are disabled in Settings.
- **authorizedAlways**: User has granted authorization to use their location at any time, including monitoring for regions, visits, or significant location changes.
- **authorizedWhenInUse**: User has granted authorization to use their location only when the app is visible to them (it will be made visible to them if you continue to receive location updates while in the background). Authorization to use launch APIs has not been granted.

We have also changed the flow of the messages being sent to the user when using Location Services in iOS 8:

- In the standalone application settings tab, the developer can choose the type of the authorization request for their app.

The two available options are either "always" or "when in use". Selecting "always" means that the app will prompt the user to grant authorization to use their location at *any* time, including monitoring for regions, visits, or significant location changes. The app then has access to the user's location even when the app is in the background. On the contrary, if "when in use" is selected, the app will prompt the user to grant authorization to use their location only when the app is visible on screen. You can choose only one type, not both. This means that if you go to Settings -> Privacy -> Location, you will see only two choices available ("Never" and either "Always" or "While using the app") for this app, keeping it consistent with other iOS apps.

- When the app is installed (on device or simulator) for the very first time, a dialog will pop up asking the user to authorize the app to use their location "always" or "when in use", depending on what was previously chosen in the standalone application settings.

- Every time the app is launched, it remembers the user's preference. No other popup dialogs will appear.

- The user can at any time change their preferences in Settings -> Privacy -> Location -> ..
- In that way, you need not modify your existing scripts that used Location Services, in order to add iOS 8 support.

Multimedia on MacOS with AVFoundation (6.7.0-rc-3)

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.

You can also query the **status** property of the player. This property can take either of the values:

- **loading** (for remote multimedia files)
- **playing**
- **paused**

A new message is added to the player:

- The **playRateChanged** message is sent to the player when the rate is changed by the rate scrollbar controller. To enable the rate scrollbar controller, hold shift + click on scrubForward/scrubBack buttons of the player controller.

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.

iOS 8 Support (6.7.0-rc-3)

Support for iOS 8 device and simulator builds has been added to 6.6.4-rc-1 for OS 10.9 users. This means that if you are using OS 10.9 you must now have Xcode 6 installed in order to perform device builds. The requirements for all previous OS X versions will remain the same.

Bugs relating to orientation, push notifications and screen sizes on iOS 8 have been resolved in addition to standalone builder updates allowing for the specification of new iPhone 6 splash screens.

Copy files do not work with the iOS 8 simulator (6.7.0-rc-3)

This fix has been tweaked for 6.6.4-rc-3. If, when attempting to deploy to the iOS 8 simulator you get the error "Unable to start simulation: Unable to run app in Simulator", delete any previous version of the app installed on the simulator and redeploy.

Non-executable file redirection on Mac (6.7.0-rc-2)

Mac AppStore rules require that only executables (including bundles and apps) are present within the Contents/MacOS folder in the application bundle.

However, historically (for cross-platform purposes), LiveCode applications traditionally place resources relative to the engine executable, resulting in non-executable files to be present in the Contents/MacOS folder which violates AppStore signing policy.

To remedy this situation without requiring users to change scripts, a simple redirection facility has been implemented in the engine:

If an attempt is made to open a file for read which falls within Contents/MacOS and does not exist, the engine will attempt to open the same path but under Contents/Resources/_MacOS instead.

If an attempt is made to list files in a folder which falls within Contents/MacOS, the engine will list files in that folder and concatenate them with files within the same folder under Contents/Resources/_MacOS.

Additionally the standalone builder has had an extra processing step added on Mac:

After the Mac bundle has been built, the S/B recurses through Contents/MacOS and creates an identical folder structure based at Contents/Resources/_MacOS. All non-executable files in any folders under Contents/MacOS are moved to the same folder under Contents/Resources/_MacOS whereas any Mach-O executable files are left where they are.

The result of this is that after building a standalone, from a script's point of view nothing has changed; but the app bundle will conform to the rules required for signing for the Mac AppStore.

Determining the edition of the running engine (6.7.0-dp-9)

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-dp-9)

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**.

Threaded Rendering (6.7.0-dp-8)

In an effort to boost graphic rendering performance, when LiveCode is run on a machine with multiple cores, all stacks with accelerated rendering turned off will be split into multiple tiles, with each tile being rendered individually (and ideally concurrently). The number of tiles the stack is split into depends upon the machine the stack is running on.

So, for example, on a machine with 4 or more cores, a stack will be split up into 4 rectangular tiles - top left, top right, bottom left, bottom right. (On dual core machines, we use a top half bottom half split). Each tile will be rendered individually, meaning that in an ideal situation, we have 4 concurrent drawing operations providing a 4 fold speed increase. This is the ideal, but in reality, in the above case, we see closer to a 2 fold improvement. This will obviously vary with the number of concurrent operations the given machine can perform.

Note that this feature is currently disabled on Windows due to threading conflicts caused by the player object.

Effective points of graphics (6.7.0-dp-7)

You can now use 'the effective points' and 'the effective relativePoints' properties of a graphic object to fetch a polygon representation of rectangle, round rectangle, oval and regular polygon graphic objects.

Player messages aren't sent correctly. (6.7.0-dp-7)

The occurrence of playStarted, playPaused and playStopped messages has been cleaned up.

The playStarted message will only be sent when the rate of the movie changes from zero to non-zero - whether via clicking the play button, setting the playRate or by using play start / play resume via script.

The playPaused message will only be sent when the rate of the movie changes from non-zero to zero - whether via clicking the pause button, setting the playRate or by using play pause / play stop.

The playStopped message will only be sent when the movie reaches the end of playback.

These are the only cases in which the messages will be sent - in particular, setting the filename will no longer send any messages and you will not get multiple messages of the same type in succession.

Showing a modal dialog confuses mouse state. (6.7.0-dp-6)

When a modal dialog is shown, the engine will now immediately reset the mouse state to ensure the context of events is the new dialog. In particular, mouseRelease will be sent if the mouse is down and mouseLeave will be sent if the mouse is within the previous window.

Nine-way stretch for images (6.7.0-dp-5)

You can now set 'the centerRect' property of an image. This property should be a rectangle, with coordinates relative to the formattedRect of the image.

The property specifies the area of the image that should be stretched when the image is scaled.

For example, if the centerRect of an image which is 16x16 is set to 4,4,12,12 then:

- The 4x4 corner portions of the image will not be stretched
- The top 4x8 and 8x4 side portions of the image will be stretched horizontally or vertically (depending on orientation)
- The middle 8x8 area will stretch to fill the middle.

This property is useful for using images as backgrounds to buttons and interface elements - allowing a non-stretched border with stretched interior to be specified.

Updated text rendering for iOS and OS X (6.7.0-dp-5)

In order to improve performance, the text rendering routines for iOS and OS X and been updated to use the latest APIs. This has had a significant improvement in the text rendering speed, particularly on OS X.

It's worth noting that the previous OS X routines used synthesised font styles. That is, bold and italic styles were emulated (by slanting or thickening) if the font being rendered was not bold or italic. This is not the case for the new routines. If there is not a font present on the system with the given style, the plain alternative will be used.

This is the case with the default font - Lucida Grande. By default, systems only come with the bold variant. Thus, if you have a field with the default font and italic style, it will be rendered in plain style.

As part of LiveCodes progression toward unicode, the use of older symbol fonts is no longer fully supported.

In order to ensure symbol fonts are drawn correctly, the font must be unicode encoded. The fonts that come with the latest versions of OS X are all unicode encoded.

Export snapshot with metadata (6.7.0-dp-5)

An optional

```
with metadata <metadata array>
```

clause has been added to the

```
export snapshot
```

command. Currently the only metadata key that is implemented is

```
density
```

which can be used to include pixel density metadata in pixels per inch.

For example:

```
put 144 into theMetadataA["density"]
```

```
export snapshot of group 1 at size the width of group 1 2, the height of group 1 2 with metadata
theMetadataA
```

New variant of open and secure socket (6.7.0-dp-5)

New variants of open and secure socket have been added:

open secure socket *socket with verification for host* *host*

secure socket *socket with verification for host* *host*

The new host parameter allows the user to specify the host name the connection should be verified against. This is particularly useful if server your socket is directly connected to is not the end host you are talking to. For example when tunnelling through a proxy to connect to a HTTPS URL.

Multiple density image support for patterns. (6.7.0-dp-5)

This extends the existing image resolution independence features to any pattern using that image.

When an object pattern is set to a multiple density image, that pattern will automatically use the best source image for the density at which it is drawn.

QT-related features don't work. (6.7.0-dp-5)

QT effects and sound recording will now work as long as 'dontUseQT' is set to false. In this case, the player will default to using QTKit.

If you are submitting an app to the Mac AppStore, or wish to use AVFoundation player on 10.8 and above, ensure that dontUseQT is set to true in your startup handler, or before any code or stack which uses QT is run.

Objects which are adjacent don't necessary appear so at non integral scale factors.

(6.7.0-dp-5)

At non-integral scale factors (such as 150% Hi-DPI mode on Windows), objects which should appear next to each other can have a visible channel.

This issue isn't completely fixable due to the nature of approximations used when compositing to the screen. However, this problem has been mitigated in a couple of ways - firstly antialiasing is forced on whenever the scale factor is non-integral; secondly clipping rectangles always fall on device pixel boundaries.

Queuing too many pending messages causes slowdown and random crashes. (6.7.0-dp-5)

A limit on the number of user-defined pending messages (those created with 'send in time') has been imposed. If there are more than 64k messages in the pending message queue, 'send in time' will now throw an error when attempting to queue another one.

This limit has been imposed to prevent engine lock up and eventual instability due to memory exhaustion in the case that pending message loops cause rapid increases in the number of pending messages.

Inconsistencies in behavior when doing 'delete the selectedChunk'. (6.7.0-dp-5)

The following should all operate the same way after selecting a line in a field by doing 'triple-click', or just selected the whole line without the paragraph break:

- pressing backspace
- executing 'delete the selectedChunk'
- executing 'get the selectedChunk; delete it'

Previously, 'delete the selectedChunk' would cause paragraph styles not to be set correctly on the resulting paragraph; or the paragraph break to be included when it should not be - this is no longer the case.

Previously, 'get / delete it' would only work correctly the first time the command was executed - this is no longer the case.

In-App Purchasing (6.7.0-dp-3)

Why has the API changed?

The LiveCode engine until now supported in-app purchasing for apps distributed through the Google Play store (formerly Android Market), as well as the Apple AppStore. This support is now extended so that apps distributed through other avenues (the Amazon & Samsung app stores) can make use of the in-app purchase features provided. For this reason, new LiveCode commands have been added, and some of the old ones have slightly changed. However, all of the old commands are still supported (for the Google Play Store and the Apple AppStore). In order the existing scripts users have written to continue to work, all it needs is to add one or two extra lines, depending on the store. More details on this later. Moreover, the new API allows the user to query specific product information (such as price, description etc) before they make a purchase, and supports purchasing of subscription items for all available stores. Furthermore, for the Google Play Store, the new API uses the newest version of Google In-App Billing API (v3), that offers synchronous purchase flow, and purchase information is available immediately after it completes. This information of in-app purchases is maintained within the Google Play system until the purchase is *consumed*. More on the consumption of purchased items later.

Note that our in-app purchasing implementation for the Amazon Appstore is unfortunately restricted to commercial license holders only. This is due to the Amazon PML license being incompatible with the GPL. If you wish to use the Amazon in-app purchasing features of LiveCode you will need to be a valid commercial licence holder.

What has changed?

To start with, the main changes are the following:

- Each item has an extra property, the *itemType*, that has to be specified before making a purchase. This is done using the **mobileStoreSetProductType** command. The *itemType* can either be *subs*, for subscription items, or *inapp* for consumable and non-consumable items.
- Due to a restriction of the newest version of Google In-App Billing API, you cannot buy consumable items more than once, unless you consume them. This is done using the **mobileStoreConsumePurchase** command. Note that this command is actually only used when interacting with the Google Play Store API. What it does is sending a consumption request to Google Play, so that you will be able to buy this product again. You would typically implement consumption for items that can be purchased multiple times (i.e. for consumable products, such as in-game currency, fuel etc). Note that in case you call **mobileStoreConsumePurchase** on a non consumable product, then you no longer own this item.
- The new purchase flow has become simpler.

Instead of

- creating a purchase request (**mobilePurchaseCreate** productID)
- store the new purchase request ID (put the result into tPurchaseID),
- setting properties such as quantity and developer payload (**mobilePurchaseSet** tPurchaseID, "quantity", pQuantity)
- sending a purchase request to the store (**mobilePurchaseSendRequest** tPurchaseID)

now all it needs is just

- set the product type (**mobileStoreSetProductType** productID, itemType)
- make a purchase (**mobileStoreMakePurchase** productID, quantity, developerPayload)
- The **purchaseStateUpdate** message that the store sends in response to **mobileStoreMakePurchase**, contains not only the purchase identifier and the state of the purchase, but also the product identifier of the requested item:

purchaseStateUpdate *purchaseID, productID, state*

- So you can query a purchased product property using the product identifier, instead of the purchase identifier:

mobileStoreProductProperty *productID, propertyName*

Note that the old function **mobilePurchaseGet** *purchaseID, propertyName* will still work.

- You can get information on a specific item (such as product identifier, product type, price etc), using the **mobileStoreRequestProductDetails** command. The store responds:

In case the request is successful, a **productDetailsReceived** message is sent by the store.

In case of failure, a **productRequestError** message is sent by the store.

- You can get a list of all known completed purchases using **mobileStorePurchasedProducts**

function. This returns a list of product identifiers of restored or newly bought purchases.

What needs to change in existing scripts?

It is recommended that scripts which were written using previous versions of LiveCode (and thus use the old LiveCode API for in-app purchasing), should be used to run on these versions. However, it is still possible to run an existing script (that makes use of in-app purchasing feature) on LiveCode 6.7, only by changing a few things:

- **purchaseStateUpdate** message is now called with 3 parameters, (purchaseID, productID, state), instead of two (purchaseID, state). This applies to apps built for both the Google Play Store and the Apple AppStore.
- before sending a **mobilePurchaseSendRequest**, you have to specify the type (*subs* or *inapp*) of the item using **mobileStoreSetProductType** *productID*, *type* command (Google Play Store only).
- if you want to buy more than one consumable item, you have to consume it first. This can be done by using the **mobileStoreConsumePurchase** *productID* command (Google Play Store only).

If you want to build apps for Amazon and/or Samsung Store, you have to use the newest LiveCode API. Â

How to use the new API?

Setup

Before you can use IAP, you must set up products in each vendor's developer portal. In brief, you have to:

- Create each product you want to sell, giving it a unique identifier. Note that for the Samsung Seller Office, the developer cannot choose the product identifier. This is assigned by the store.
- Submit the items for approval to the appropriate store. Some stores may require additional metadata, such as screenshots of your for sale items.
- Set up unique test accounts. The user is not charged when making a purchase using the test account details. This applies to Apple and Google. Amazon and Samsung have different methods for testing.

For more detailed store-specific information, you can have a look at the links below:

[Apple AppStore](#)

[Google Play Store](#)

[Amazon Appstore](#)

[Samsung Apps Store](#) and more specifically click [here](#)

Purchase Types

There are three classes of products users can purchase:

1. One-time purchases that get "consumed". Typically, these items are called *consumables*. The user can buy as many times as they want (virtual coins/bullets in a game), except in apps built for the Google Play Store, where the user has to consume the purchased item first, and then buy (one) more.
2. One-time purchases that last forever, such as unlocking extra features, downloading new content once. These items are usually called *non-consumables*.
3. Subscriptions where the app user pays a periodical fee to receive some ongoing service. Subscriptions can either be auto-renewable or non-renewable.

Each vendor uses different terminology for these purchases :

	Apple	Google	Amazon	Samsung
one-time, gets consumed	consumable	unmanaged	consumable	consumable
one-time, lasts forever	non-consumable	managed	entitlement	non-consumable
subscriptions	auto-renewable , non-renewable	auto-renewable	auto-renewable	non-renewable

Testing

Again, each store uses a different method of testing.

For the Apple AppStore, you can create test accounts. More details [here](#).

For the Google Play Store, you can create test accounts as well as test using static responses. More details [here](#). Note that you cannot test subscriptions using the test account. This means that the test user will be charged when purchasing a subscription item. A possible workaround to this, is to log into the Google Wallet Service as a seller, using your Google Developer account details, and "refund" and then "cancel" the order of the subscription item that the test user had just purchased.

For the Amazon Appstore, you can test your app using SDK Tester. This is a developer tool that allows users of the Amazon Mobile App SDK to test their implementation in a production-like environment before submitting it to Amazon for publication. More details [here](#).

For the Samsung Apps Store, Samsung IAP API offers three modes to test the service under various conditions : *Production Mode*, *Test Mode Success*, *Test Mode Fail*. During development period, you can select the mode in the Standalone Application Settings window. Before releasing your application, you must change to Production Mode. If you release your application in Test Mode, actual payments will not occur. More details on page 6 and 7 [here](#).

Note that in Production Mode, your app can only interact with item groups with *sales* status. This information exists in the Samsung Seller Office. However, item groups are only given sales status after the app has been certified. In other words, you can test your app in Production Mode only after it has been certified by Samsung.

Syntax

Implementing in-app purchasing requires two way communication between your LiveCode app and the vendor's store. Here is the basic process:

- Your app sends a request to purchase a specific in-app purchase to the store
- The store verifies this and attempts to take payment
- If payment is successful the store notifies your app
- Your app unlocks features or downloads new content / fulfils the in-app purchase
- Your app tells the store that all actions associated with the purchase have been completed
- Store logs that in-app purchase has been completed

Commands, Functions and Messages

To determine if in-app purchasing is available use:

mobileStoreCanMakePurchase()

Returns *true* if in-app purchases can be made, *false* if not.

Throughout the purchase process, the store sends **purchaseStateUpdate** messages to your app which report any changes in the status of active purchases. The receipt of these messages can be switched on and off using:

mobileStoreEnablePurchaseUpdates
mobileStoreDisablePurchaseUpdates

If you want to get information on a specific item (such as product identifier, product type, price etc), you can use:

mobileStoreRequestProductDetails *productID*

The *productID* is the identifier of the item you are interested. Then, the store sends a *productDetailsReceived* message, in case the request is successful, otherwise it sends a *productRequestError* message:

productDetailsReceived *productID, details*

The *productID* is the identifier of the item, and *details* is an array with the following keys - that are different depending on the store:

For Android stores (Google, Amazon, Samsung), the keys are:

- *productID* : identifier of the requested product
- *price* : price of the requested product
- *description* : description of the requested product
- *title* : title of the requested product
- *itemType* : type of the requested product
- *itemImageUrl* : URL where the image (if any) of the requested product is stored
- *itemDownloadUrl* : URL to download the requested product
- *subscriptionDurationUnit* : subscription duration unit of the requested product
- *subscriptionDurationMultiplier* : subscription duration multiplier of the requested product

Note that some Android stores do not provide values for all the above keys. In this case, the value for the corresponding key will be empty.

For iTunes Connect store (Apple), the keys of *details* array are the following:

- *price* : price of the requested product
- *description* : description of the requested product
- *title* : title of the requested product
- *currency code* : price currency code of the requested product
- *currency symbol* : currency symbol of the requested product
- *unicode description* : unicode description of the requested product
- *unicode title* : unicode title of the requested product
- *unicode currency symbol* : unicode currency symbol of the requested product

If **mobileStoreRequestProductDetails** is not successful, then a *productRequestError* message is sent :

productRequestError *productID, error*

The *productID* is the identifier of the item, and *error* is a string that describes the error.

Before sending a purchase request for a particular item, you have to specify the type of this item. To do this, use :

mobileStoreSetProductType *itemType*

The *itemType* can either be *subs* or *inapp*.

To create and send a request for a new purchase use:

mobileStoreMakePurchase *productID, quantity, developerPayload*

The *productID* is the identifier of the in-app purchase you created in the vendor's developer portal and wish to purchase. The *quantity* specifies the quantity of the in-app purchase to buy (iOS only - always "1" in Android) . The *developerPayload* is a string of less than 256 characters that will be returned with the purchase details once complete. Can be used to later identify a purchase response to a specific request (Android only).

To get a list of all known completed purchases use:

mobileStorePurchasedProducts()

It returns a return-separated list of product identifiers, of restored or newly bought purchases which are confirmed as complete. Note that in iOS, consumable products as well as non-renewable subscriptions will not be contained in this list.

Once a purchase is complete, you can retrieve the properties of the purchased product, using:

mobileStoreProductProperty (*productID, property*)

The parameters are as follows:

- *productID* : identifier of the requested product
- *property* : name of the purchase request property to get

Properties which can be queried can differ depending on the store:

For the Samsung Apps Store (Android), you can query the properties:

- *title* : title of the purchased product
- *productId* : identifier of the purchased product
- *price* : price of the purchased product
- *currencyUnit* : currency unit of the product price
- *description* : description of the product as specified in the Samsung Seller Office
- *itemImageUrl* : URL where the image of the purchased product is stored
- *itemDownloadUrl* : URL to download the purchased product
- *paymentId* : payment identifier of the purchased product
- *purchaseId* : purchase identifier of the purchased product
- *purchaseDate* : purchase date, in milliseconds
- *verifyUrl* : IAP server URL for checking if the purchase is valid for the IAP server, using the *purchaseId* value

For the Google Play Store (Android), you can query the properties:

- *productId* : identifier of the purchased product
- *packageName* : application package from which the purchase originated
- *orderId* : unique order identifier for the transaction. This corresponds to the Google Wallet Order ID
- *purchaseTime* : time the product was purchased, in milliseconds
- *developerPayload* : developer-specified string that contains supplemental information about an order. You can specify a value for this in **mobileStoreMakePurchase**
- *purchaseToken* : token that uniquely identifies a purchase for a given item and user pair.
- *itemType* : type of the purchased item, *inapp* or *subs*

- *signature* : string containing the signature of the purchase data that was signed with the private key of the developer. The data signature uses the RSASSA-PKCS1-v1_5 scheme

For the Amazon Appstore (Android), you can query the properties:

- *productId* : identifier of the purchased product
- *itemType* : type of the purchased product. This can be *CONSUMABLE*, *ENTITLED* or *SUBSCRIPTION*
- *subscriptionPeriod* : string indicating the start and end date for subscription (for subscription products only)
- *purchaseToken* : purchase token that can be used from an external server to validate purchase

For Apple AppStore (iOS), you can query the properties:

- *quantity* : amount of item purchased. You can specify a value for this in **mobileStoreMakePurchase**
- *productId* : identifier of the purchased product
- *receipt* : block of data that can be used to confirm the purchase from a remote server with the iTunes Connect store
- *purchaseDate* : date the purchase / restoration request was sent
- *transactionIdentifier* : unique identifier for a successful purchase / restoration request
- *originalPurchaseDate* : date of the original purchase, for restored purchases
- *originalTransactionIdentifier* : the transaction identifier of the original purchase, for restored purchases
- *originalReceipt* : the receipt for the original purchase, for restored purchases

Once you have sent your purchase request and it has been confirmed, you can then unlock or download new content to fulfil the requirements of the in-app purchase. You must inform the store once you have completely fulfilled the purchase using:

mobileStoreConfirmPurchase *productID*

Here, *productID* is the identifier of the product requested for purchase.

mobileStoreConfirmPurchase should only be called on a purchase request in the *paymentReceived* or *restored* state (more on the states of the purchase later). If you don't send this confirmation before the app is closed, **purchaseStateUpdate** messages for the purchase will be sent to your app the next time updates are enabled by calling the **mobileStoreEnablePurchaseUpdates** command.

To consume a purchased product use:

mobileStoreConsumePurchase *productID*

Here, *productID* is the identifier of the product requested for consumption. Note that this command is actually only used when interacting with the Google Play Store API. This is because the Google Play Store API has a restriction that ensures a consumable product is consumed before another instance is purchased. *Consume* means that the purchase is removed from the user's inventory of purchased items, allowing the user buy that product again.

Note that **mobileStoreConsumePurchase** must only be called on consumable products. If you call **mobileStoreConsumePurchase** on a non-consumable product, then you no longer own this product.

To instruct the store to re-send notifications of previously completed purchases use:

mobileStoreRestorePurchases

This would typically be called the first time an app is run after installation on a new device to restore any items bought through the app.

To get more detailed information about errors in the purchase request use:

mobileStorePurchaseError (*purchaseID*)

The store sends **purchaseStateUpdate** messages to notifies your app of any changes in state to the purchase request. These messages continue until you notify the store that the purchase is complete or it is cancelled.

purchaseStateUpdate *purchaseID, productID, state*

The state can be any one of the following:

- *sendingRequest* : the purchase request is being sent to the store / marketplace
- *paymentReceived* : the requested item has been paid for. The item should now be delivered to the user and confirmed via the `mobileStoreConfirmPurchase` command
- *alreadyEntitled* : the requested item is already owned, and cannot be purchased again
- *invalidSKU* : the requested item does not exist in the store listing
- *complete* : the purchase has now been paid for and delivered
- *restored* : the purchase has been restored after a call to `mobileStoreRestorePurchases`. The purchase should now be delivered to the user and confirmed via the `mobileStoreConfirmPurchase` command
- *cancelled* : the purchase was cancelled by the user before payment was received
- *error* : An error occurred during the payment request. More detailed information is available from the `mobileStorePurchaseError` function

Clipboard data 'styledText' array accessor. (6.7.0-dp-1)

A new clipboard format has been added 'styledText'. This format returns (or sets) the clipboard to a styled text array - the same format as the 'styledText' property of field chunks. All text formats can convert to and from the 'styledText' key.

For example, you can now do:

set the `clipboardData["styledText"]` to the `styledText` of line 5 of field 3

set the `styledText` of line 6 of field 3 to the `clipboardData["styledText"]`

Note that the `dragData` can now also be used with this new format in exactly the same way.

Improved revBrowser external (6.7.0-dp-1)

The `revBrowser` external has been updated to support Cocoa on OSX, and now embeds the browser control properly within the window.

In addition a new browser component based on CEF (Chromium Embedded Framework) has been added.

This new browser allows for a consistent appearance across all platforms with a modern, well supported feature set.

To use the new CEF browser use the `revBrowserOpenCef` command in place of `revBrowserOpen`. This will create a CEF browser instance which can be used with the existing `revBrowser` commands and functions in exactly the same way as before.

JavaScript integration

The new chrome browser allows us to add the ability to call LiveCode handlers from within the browser using JavaScript. To make a LiveCode handler visible to JavaScript, use the `revBrowserAddJavaScriptHandler` command, and to remove it use the `revBrowserRemoveJavaScriptHandler` command. LiveCode handlers are added as functions with the same name attached to a global 'liveCode' object. When called, these functions will result in the corresponding LiveCode handler message being sent to the browser card with the browser instance ID and any function arguments as parameters.

Example:

With the handler "myJSHandler" registered using *revBrowserAddJavaScriptHandler*, it can be called from the browser like so:

```
liveCode.myJSHandler(tFieldContents, tAction);
```

the LiveCode handler would then be called with the following parameters:

- pBrowserInstance (the browser instance id, as returned from the *revOpenBrowserCef* function)
- pFieldContents (the first argument of the JavaScript function call)
- pAction (the second argument of the JavaScript function call)

OS 10.5 (Leopard) Support (6.7.0-dp-1)

As of version 6.7-dp-1, Mac OS 10.5 (Leopard) support has been dropped from LiveCode. This is primarily for technical reasons: In order to support the latest OS X features (e.g. Cocoa) dropping 10.5 support was required.

As Leopard was the last Mac version to support PPC, support for the PPC architecture has also been dropped and the Universal and PPC options have been removed from the Standalone Builder.

Users wishing to produce 10.5 compatible executables can still do so using LiveCode version 6.6.x (and earlier).

Setting the label of an option or combo-box does not update the menuHistory. (6.7.0-dp-1)

Previously, setting the label of an option or combo-box control would not update the menuHistory property. Now, setting the label of such a control will search through the list of items in the control and set the menuHistory to the first item that matches (taking into account the setting of the caseSensitive local property).

Note: Unlike setting the menuHistory property direct, this does not cause a menuPick message to be sent.

Specific bug fixes (6.7.4-rc-1)

- 14779 [in-app purchase] Android: Receive a purchaseStateUpdate message with state=complete after calling mobileStoreConfirmPurchase
- 14752 Quitting LiveCode with revBrowserCEF window open causes a hang
- 14689 Option menu crashes app in Simulator 8.0
- 14665 fatal exception - Service not registered: com.runrev.android.billing.google.IabHelper
- 14625 iOS standalones with RevZip externals and iOS Min Version >= 7.0 do not build
- 14588 Intermittent crash on MCPlatformWindowMaskRelease()
- 14525 video controller not responding
- 14521 IDE crashes when viewing with Inspector
- 14489 MobilePick Fails on Android 5 every other load
- 14483 fiddling with alphaData crashes/hangs LC 7.0.2
- 14461 [[In-app purchase]] mobileStorePurchasedProducts returns empty on iOS
- 14456 Google Play Store - No Information on Product Details
- 14450 Google Play Store - Extra error message when an in-app purchase fails
- 14402 [[In App Purchase]] Calling mobileStoreRestorePurchases when there are no previous purchases to restore

- 14140 Location of modal stacks incorrect on OSX
- 14011 Printing is inconsistent
- 13586 LC and standalones use wrong version icon in Ubuntu Launcher
- 11544 iOS 7 Status Bar Hidden

Specific bug fixes (6.7.2)

- 14422 Binary submitted to App Store rejected due to minimum version mismatch

Specific bug fixes (6.7.2-rc-2)

- 14421 Text breaking can lead to hang LiveCode with Unicode text
- 14406 Unable to enter Chinese characters in script editor
- 14392 New resource folder location prevent from using 'launch' in standalones
- 14350 Standalone crashes after closing a palette window
- 14347 crash with illegal imagesource manipulation
- 14346 Menu items which point to submenus are selectable
- 14345 [[Player]] Audio files do not play in player object
- 14290 Faulty implementation of location services plist file in Livecode 6.7
- 13764 iOS 8 GPS chips should be used even though NA is selected in standalone settings
- 13213 Android externals libraries are not copied in the apk on Linux
- 13211 Crash when pressing backspace key after writing an accented character

Specific bug fixes (6.7.2-rc-1)

- 14308 Answer color returns the wrong color on OS X after using magnifying glass
- 14306 IconGravity does not work in windows
- 14285 mobileCanMakePurchase() stops in Android
- 14269 Play audioclip loops when followed by wait until the sound is done
- 14253 [[Player]] For some videos
- 14252 [[Player]] documentation does not include error result for setting filename
- 14245 Video Player not managing relative paths
- 14238 backgroundpattern of a field out of sync if formattedHeight > roughly 32768
- 11417 mobileExportImageToAlbum don't work on Android

Specific bug fixes (6.7.1)

- 14249 Buttons with no icon but an icongravity make LiveCode crash on load
- 14233 [[Player]] retains previously open movie when invalid path used.
- 14232 [[Player]] does not return correct result when setting player filename to invalid path or corrupt movie
- 14211 referencing the next line causes the IDE to crash
- 14210 LiveCode IDE crashes changing textColor of the button
- 14185 Command D has to be pressed twice to trigger "Don't Save" in stack save dialog when triggered by Quit
- 13860 MobileExportImageToAlbum fails to export a referenced image in iOS

Specific bug fixes (6.7.1-rc-4)

- 14176 Mac mousedown sound plays every other time

- 14152 Waitâ€¦ with messages locks text typing
- 14141 IDE Unresponsive after setting the fileName of a player object during a playStopped message
- 14067 numpad key codes changed [regression]
- 14066 Export empty ranges if they have attributes
- 14019 Color picker can cause IDE to lock up
- 13871 Allow hostname to IP address resolution when only loopback interfaces are configured.
- 13253 mobileBusyIndicatorStop not working properly when multiple instances of busy indicators are present on android
- 13169 mobileUpdateContact cannot be dismissed
- 13168 mobileShowContact cannot be dismissed
- 12899 mobilePick with empty list inside of inputBeginEditing crashes app
- 12784 Selecting text in field with traversalOn set to false confuses selectedField and focusedObject
- 12726 Crash if you copy the tempate button
- 11688 Take margins into account for pageHeight and pageRanges field props

Specific bug fixes (6.7.1-rc-3)

- 14098 answer color with color not correctly working LC 6.7.1 RC2
- 14093 Printing crashes on MAC
- 14070 text color in menuButton does not invert
- 14035 server-based video not working in LiveCode 7 or 7.0.1 (rc1 or rc2)
- 14034 Non-explicit return values from functions needs documenting
- 14028 export snapshot doesn't work on invisible objects
- 13927 Local notifications not working in iOS 8 simulator

Specific bug fixes (6.7.1-rc-2)

- 13979 MobilePickContact always returns empty in iOS8
- 13974 within(object
- 13970 export snapshot not working as expected for video snapshot exports
- 13968 [[Player]] Looping does not work within selection
- 13957 The IDE crashes when saving a specific project
- 13950 audioClip looping cannot be stopped
- 13949 Snapshot on iOS 8.0 is offset wrongly if orientation is landscape
- 13940 An application with no menus can not be quit with the menu or key commands
- 13938 setting alphaData does not replace alphaData but somehow adds to alphaData from LC 6.7 on
- 13919 LiveCode server unable to find handlers in script only stack
- 13917 dontuseqt value is ignored in player creation when reopening a recently closed stack that contains a player
- 13914 Standards menus can't be translated
- 13911 command-alt-tab does not toggle browse/edit mode
- 13909 Fix a default button highlight issue for Yosemite
- 13900 Deleting whitespace at beginning of a script is buggy
- 13886 Missing dictionary entry for "status" property
- 13884 Setting defaultMenuBar is flaky
- 13882 Images with resizeMode set to "good" are rendered oddly depending on coordinates
- 13881 Corrupted stack file crashes LiveCode

- 13875 External tail calls do not execute correctly on Desktop.
- 13849 arrowKeys trigger mouse down in menu bar
- 13836 Unable to uncomment lines of code via keyboard shortcut in OSX
- 13832 Script Editor auto-indenting no longer works as in previous versions
- 13814 Cards don't resize & redraw in wrong place after clicking the title bar
- 13812 Sheet dialog won't stay at the right place
- 13666 command "play stop" does not work
- 13628 Fix the colour picker on OSX Yosemite

Specific bug fixes (6.7.1-rc-1)

- 13848 Popup menu items with Quit / Preferences or About are hidden on Mac.
- 13847 Cmd+
- 13842 On OSX Yosemite
- 13829 Change in how formattedRect of chunk is reported
- 13800 Could not generate package manifest when newer Android Build tools are installed
- 13799 Use Helvetica Neue as the default font on OSX Yosemite
- 13773 Make sure the first callback is always sent
- 13598 Instability when deleting a space before a handler definition on the very first line of a script.
- 13350 Export snapshot from rect at size selects the wrong source rectangle
- 12558 Older versions of LiveCode report a corrupt stack when opening a file from newer version
- 11912 On OSX
- 11647 After Android hardware backKey is pressed

Specific bug fixes (6.7.0)

- 13753 Project Browser reports incorrect control for behavior of a card
- 13752 Double-Clicking On a Player Doesn't Show Inspector
- 13750 Picker broken on iPhone 4 iOS 7.1
- 13746 the shape property of stacks is broken
- 13721 Externals using 'LCOBJECTPOST' don't always cause the action to trigger - particularly on Yosemite.
- 13711 Player plays audio but not video
- 13710 [[Player]] video image not shown under some circumstances
- 13708 mobilepickphoto in landscape orientation causes an orientation change
- 13707 [[iOS 8]] Denying access to location services when the app is launched for the very first time causes the app to freeze
- 13699 iOS 8 Keyboard is invisible if privacy set to "While Using the App"
- 13677 iOS Picker appears under the keyboard on iOS 8
- 13675 Scrollbar for the font selection in the script editor preferences doesn't work
- 13665 Ask/answer calls in (pre)openstack cause iOS 8 apps to hang
- 13622 Make sure PATH variable passes through to shell() properly on Yosemite.
- 13590 Location Services Disabled with LC 6.6.4 (rc1)
- 13510 Shutdownrequest message sent twice when triggered from quit in menu or Cmd-Q on Mac.
- 13493 Scroll is being reset in 6.7 when it is not in 6.5.2
- 13403 Text wraps when field width set to formattedWidth
- 13360 LiveCode application takes up 98% of processor

13351 printing a field with listbehaviour set to true makes gray background

Specific bug fixes (6.7.0-rc-3)

- 13662 OS X standalone can't be run out of app bundle
- 13659 When Voice Over is turned on
- 13656 iOS 8 ask and answer dialogs do not handle rotation correctly
- 13650 Crash when opening stack
- 13644 wait loop not being broken
- 13639 mobilepickcontact works under ios 7 but not under ios 8
- 13634 screenshots taken in landscape view are rotated by 90 degrees on iOS 8
- 13621 mobileFindContact fails silently on iOS 7.1 and higher
- 13584 Simulator launches with incorrect version
- 13583 Copy files do not work with the iOS 8 simulator
- 13569 changes to [[Player]] in preOpenCard are visible to user
- 13568 Extra undo of paint tools crashes live code
- 13555 keydown event not getting passed to mainstack in modal dialogs
- 13540 [[Player]] Shift + click in controller sets showSelection to true
- 13539 menuPick not triggered under certain conditions
- 13535 Threaded rendering crash
- 13526 Stack location reported incorrectly if mouse released while dragging window
- 13523 Fix OSX specialFolderPath("asup")
- 13522 pull down menus do not work properly in modal dialogs
- 13516 if an error is encountered after a drag-and-drop
- 13512 4 inch iPhone apps do not use the full screen
- 13503 PDF printing does not work correctly on iOS 8.
- 13501 Referenced image fails to load in 6.7.0 RC2 and 7.0 RC1
- 13485 Manifest file not needed in standalone bundle
- 13484 mobilePick and mobilePickDate do not work in iOS 8
- 13462 revPrintField clips document under some circumstances
- 13451 RGB imageData values (charToNum) are different on Mac / Windows
- 13349 Go stack in window displays new stack before before preopenStack/preopenCard messages are triggered
- 13317 Mark the installer as retina-capable
- 13236 mobilePickPhoto camera view is rotated on iPad when in landscape or in portraitUpsideDown
- 13208 Image file color profiles don't seem to be handled correctly
- 12876 Fix post-install launching on Linux
- 12464 The effective screenrect returns incorrect values when hiding/showing keyboard on iOS
- 12142 mobileSensorReading("location")
- 11968 Use correct pixel order for OSX PPC
- 11817 major speed degradation between 7.x

Specific bug fixes (6.7.0-rc-2)

- 13458 Memory leak when setting the text of an image
- 13455 Non-executable file redirection on Mac
- 13447 Project Browser control layer display

- 13445 Crash due to multicore rendering.
- 13442 rawKeyDown for arrowKey up and down fires twice when holding altKey down
- 13429 Fix crash when using magnifier tool.
- 13423 Dead char followed by an invalid character sends an invalid RawKeyDown message
- 13417 IDE systemVersion comparison no longer works with Yosemite
- 13398 Sample - Book Library.livecode edit and delete features broken
- 13393 playloudness should be rounded to nearest integer rather than down
- 13389 [[Player]] Can't make left to right selection
- 13374 LiveCode hangs when setting the text of a field with HGRID and a hidden last line
- 13372 Control-Tab key combos not being passed to rawKeyDown
- 13362 Script editor opens revmenuubar script when no other stack is open
- 13354 App store no longer allows use of deprecated
MPMoviePlayerContentPreloadDidFinishNotification
- 13343 Cannot install Android standalone on some devices
- 13342 [[Player]] - Shift + Space Bar whilst focus is on player should create selection
- 13328 Setting menuhistory with a stack panel sends invalid menuPick second parameter
- 13310 [[Player]] add new property loadedTime to the dictionary
- 13309 [[Player]] setting playLoudness by script does not update speaker icon
- 13306 [[Player]] loadedTime initially has the value of last movie
- 13295 Image distortion when setting imageData to the imageData.
- 13286 [[CEF browser]] Closing a stack without closing the browser
- 13278 Fix a button focus issue
- 13222 Moving graphic while editing gradient causes artifacts
- 13119 [[Player]] new controller does not have playRate scrollbar control
- 13092 [[Player]] Status property requested for player object
- 13048 Touch on Movie does not work
- 13006 [[Player]] Make controller scrollbar slightly wider
- 12830 [[Player]] Movie not updated instantly when using QT player and alwaysBuffer is true
- 10703 import snapshot from object is broken

Specific bug fixes (6.7.0-rc-1)

- 13284 Mouse is still inside the window even when resizing
- 13279 rawKeyDown passes the wrong keycode if Ctrl is pressed.
- 13273 templatlImage 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
- 13159 Palettes not observing decorations under certain circumstances
- 13137 Setting currentTime of a player in response to a currentTimeChanged message can cause a hang.
- 13121 [[Player]] progress of movie downloaded/playable not indicated in controller well
- 13118 Add Hi-DPI support option to Windows standalone settings dialog.
- 12880 File->Exit should be File->Quit
- 12361
- 12327 Toggle usePixelScale property
- 11755 flip graphic gives erroneous results with complex graphics

Specific bug fixes (6.7.0-dp-9)

- 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
- 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.
- 13127 centerRect property has no effect when image resizeMode is "best"
- 13120 [[Player]] cmd key + click on step forward and step backward button for rewind
- 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
- 12867 Gradient colours display incorrectly on android

- 12798 libURL doesn't report actual redirect error
- 2902 No error indicated if malformed URL used in url expression

Specific bug fixes (6.7.0-dp-8)

- 13132 put the engine folder crashes in OSX 10.6
- 13117 multi-line button label shows incorrectly - backslash n not working
- 13116 Crash while drawing Mac themed controls
- 13114 Cmd+Ctrl+ doesn't generate keyDown messages and causes a system beep.
- 13113 The extents don't work if there are negative indicies.
- 13112 Crash while resampling images
- 13105 [[Player]] CurrentTimeChanged message not sent by 'step forward' or 'step backward' buttons
- 13104 [[Player]] updating of playRate by controller buttons inconsistent
- 13102 Crash while resizing field
- 13101 Crash when resizing fields
- 13098 Composition sequences can result in incorrect output if they are invalid (for example alt-e g would give gg).
- 13096 Answer files with relative path
- 13073 Initial appleEvents not handled correctly.
- 13072 Focusing on nothing inside focusIn / enterField will cause a crash.
- 13065 [[Player]] making selection with shift + click player thumb inconsistent results
- 13059 menupick message not sent from popup stacks
- 13058 Wrong mouseLeave messages if the stack is pixelScaled or scaled in any fullscreen mode.
- 13038 uuid: not enough randomness available
- 13021 high dpi images don't fill image rect if scaled images don't have the correct size
- 12852 Setting the label of a button after the unicodeLabel can cause an infinite loop in some cases.
- 9941 Accented characters in string passed to revSpeak cause nothing to be spoken.

Specific bug fixes (6.7.0-dp-7)

- 13046 Player doesn't wait to make sure currentTime has updated to where it has been set to.
- 13026 put the engine folder behaves inconsistently
- 13025 Linux GTK spinboxes were inverted
- 13011 currentTimeChanged not sent when dragging controller thumb.
- 13010 If an object is in a group then mouseStillDown will not fire if it is in a behavior of the object.
- 13009 ImageData copying to offscreen images is broken
- 13007 Native encoded characters > 127 don't appear in menuPick string.
- 13005 Modifying selection by shift + click in the controller doesn't work correctly.
- 13004 Controller not updated when setting currentTime by script.
- 13003 selectionChanged message not sent when player selection changes via controller.
- 13002 Empty selection results in selection of full movie.
- 13001 Crash when changing focus inside openField handler.
- 13000 Image colours not showing correctly on Android device
- 12997 Changing windowShape leaves artifacts behind.
- 12990 Popup menus always highlight first item on Mac
- 12989 Player incorrectly reports timeScale and duration when using AVFoundation.
- 12979 Setting the rect of a player object doesn't work correctly if the stack is pixelScaled or scaled

- 12975 in any fullscreen mode.
- 12978 Development -> Plugins opens the wrong plugin
- 12968 ctrl z and edit -> undo are not working
- 12963 Player messages aren't sent correctly.
- 12962 Player won't play video in certain circumstances.
- 12961 Print dialogs do not keep new settings if displayed as sheet.
- 12946 play stop command does not work.
- 12944 Text does not align at correct tabStops in some cases.
- 12923 Setting the text style in the Text menu does not update correctly
- 12865 LiveCode Server process does not end when run as CGI
The contents of a folder added to the Copy Files section of the Standalone Application
- 12864 Settings are not copied during a standalone build when it's a subfolder of the defaultFolder and the defaultFolder contains the main stack file.
- 12844 Attempted to arrayDecode non-arrayEncoded data can cause a crash.
- 12822 LiveCode server fails to read from https URLs on Fedora
- 12819 revAvailableHandlers works on password protected stacks.
- 12804 Clipping incorrect when printing to PDF.
- 12594 NUL bytes in fields will cause printing to pdf to fail silently.
- 12429 Setting the defaultNetworkInterface more than once causes instability.
- 12298 Autocomplete text in Message Box does not line up with text you are typing
- 12250 File view in file dialog doesn't update if you change the filtered types.
- 11828 Use 64-bit file APIs on Linux
- 11797 scriptLimits no longer enforced
- 9405 Clear previous highlight before drawing Linux GTK button highlight

Specific bug fixes (6.7.0-dp-6)

- 12939 Closing a modal dialog causes a pause until a system event occurs.
- 12932 Stacks can receive mouseDown before resumeStack.
- 12930 Engine crashes when moving stack after closing its parent
- 12928 IDE: Development > Rev Online != menubar > user samples
- 12902 iOS standalones won't build due to missing template files.
- 12898 Showing a modal dialog confuses mouse state.
- 12897 Popup Menu crashes LiveCode 6.7.0 DP5 standalones
- 12894 centerRect and iconGravity need to be added to the properties
- 12892 Certain images have red & blue swapped when deployed to iOS
- 12886 the enabledTracks of a player is formatted incorrectly.
- 12882 Wrong button sent to mouseDown / mouseUp when targetting a card.
- 12879 Inspector opening at odd location
- 12875 Shift-click on play button doesn't create selection.
- 12871 Clicking in the well of a player with a selection should clear the selection.
- 12870 Make sure controller is redrawn after setting selection by script.
- 12869 Behavior of shift-click in well on player not correct.
- 12863 RevVideo Grabber preview in wrong location after resizing stack
- 12860 Android stack drawn at wrong scale until forced redraw of object
- 12842 copying imageData between images can lead to unpredictable results
- 12829 6.7.0-dp-5 Mac installer fails if system security permissions are set

- 12825 playStopped sent for player with no filename
- 12764 setting the effective rect of a stack with vscroll > 0 doesn't work properly
- 12720 Focus gets confused if focus changes in response to a suspendStack message on Mac
- 12426 iOS font selection does not work correctly.
- 12296 Browser: Closing revBrowserCef when downloading makes LiveCode unstable
- 12131 Tool Palette location forgotten between launches
- 11620 pixelScale global property not documented
- 11375 In Dictionary the search box is only apparently selected when you come from Code Editor

Specific bug fixes (6.7.0-dp-5)

- 12841 Crash when switching to Chinese input method on Mac.
- 12835 Player: scaling a player down causes controller to get confused
- 12833 Player: hilite handles do not use fill length of the bar
- 12831 arrayDecode crashes on linux with certain input.
- 12826 answer file with type doesn't work correctly if only one type is specified.
- 12824 Windows position in the wrong place when constrained by the windowBoundingRect.
- 12821 Player callbacks not operating correctly.
- 12818 [[Player]] Selection thumbs should not be visible when selection duration is 0
- 12817 [[Player]] Selection not created when clicking shift and dragging player thumb
- 12816 [[Player]] SelectionStart and SelectionFinish handles too large and can obscure player thumb
- 12815 [[Player]] Selection indicator does not align with the selection thumbs
- 12812 [[Player]] loop goes to beginning of movie not selection start time when playSelection is true
- 12810 [[Player]] controller icons not updated when keyboard shortcuts used to control playback
- 12809 [[Player]] put the tracks of player 1 does not work properly
- 12806 message box is slow
- 12800 Go stack in window [windowId] doesn't work.
- 12799 On Mac
- 12794 The centerRect image property doesn't handle hi-res images correctly
- 12793 Plugins don't load in revBrowserCEF on OSX
- 12780 IDE stacks white rather than grey
- 12773 After dragging onto a field when LiveCode is in the background
- 12769 setting dragData[files] does not work
- 12765 The effective rect of a stack with vscroll > 0 is incorrect
- 12763 Player: Setting player size to < 132 width breaks some controller elements
- 12761 Player: dragging the in selection hilite marker moves out marker also
- 12760 Player: setting the filename to a local file that doesn't exist crashes LC
- 12759 Player: Setting the "in" marker for selection playback beyond the start point of player sets marker to unexpected value
- 12758 Player: setting the filename to a URL that isn't a video crashes LC
- 12757 [[Player]] Selecting "track" from a players property inspector
- 12756 Player: Can't select any audio files
- 12753 Player: Click outside of a selection allows video to be played outside selection
- 12751 QT-related features don't work.
- 12750 Player: Progress circle and end hilite don't light up

- 12747 Shortcuts: the uncomment script shortcut cmd _ does not work
- 12746 Player: First frame of video is not loaded immediately when filename is set
- 12745 Player: File chooser doesn't filter all available video formats
- 12737 Player: Can't drag out or create a player in script
- 12731 Player: Hiding and showing resized player changes player size to original size
- 12722 Unable to use edit mode when video is playing with new player object
- 12719 zipalign tool not found during standalone build after update to Android SDK tools
- 12715 Incomplete stack drawing when opening stack with acceleratedRendering on retina display
- 12709 Project Explorer not updating after stack was changed to substack
- 12708 Submenus of popups don't send menuPick on selection.
- 12705 Fix sending of mouseRelease messages with new platform layer
- 12702 Editing image then switching card and saving causes stack corruption
- 12701 CEF browser crashes if htmltext is set to empty
- 12699 Images don't appear or are clipped when printed to PDF
- 12690 Some fonts have accents cut off on capital letters on Mac.
- 12688 Blocking socket calls always timeout.
- 12687 Can't deselect MacOS build
- 12686 File and folder dialogs incorrectly use the topStack to sheet against
- 12671 CEF browser pauses frequently when there is no other activity on the stack
- 12670 Extra mouseMove with incorrect co-ordinates sent after mouseEnter when changing windows.
- 12669 WebAuthenticationPanel class in OSX revbrowser conflicts with same class in WebKit library
- 12668 File handle leak on Mac
- 12648 Shell command does not accept spaces despite being quoted (Windows)
- 12647 Multiple moves created whilst lock moves in effect fail to be synchronized.
- 12646 Crash when fetching the alphas of a resized image
- 12636 Entries in the Project Browser won't expand
- 12634 Cursor does not change correctly when over a revBrowser[CEF] instance.
- 12632 minHeight setting on Mac includes title bar height when it shouldn't.
- 12631 CEF browser returns incorrect values for rect property
- 12628 Instability when using revAppendXML and revCopy/MoveRemoteXMLNode.
- 12612 Use sub-pixel positioning for laying out text within fields
- 12602 revBrowser placed incorrectly when dpi scaling enabled on Windows
- 12599 Redraw slowdown in 6.7 (regression)
- 12593 setting effective rect to working screenrect fails
- 12590 Screen updates occur during 'menu update' mouseDown message causing pauses when updating menus on first click.
- 12589 Pasting text into a field can sometimes cause strange selection behavior.
- 12578 'listIndent' attribute does not round-trip through htmlText
- 12567 Connecting to an HTTPS URL via a proxy fails if libURLSetVerification is true
- 12566 Tunnelled proxies do not authenticate correctly
- 12557 Objects which are adjacent don't necessary appear so at non integral scale factors.
- 12556 The rtfText does not represent 'metadata' tags correctly.
- 12549 Hiding / deleting a stack doesn't update the mouseStack when it should.
- 12543 Standalone engine still links to QTKit / QuickTime.
- 12529 LC 6.7 dp4 plays an imported wav only once
- 12528 Project Browser does not scroll down to show everything

- 12524 Hiding player controller stretches movie image vertically
- 12523 `[[Player]]` Setting `playRate` of player has no effect on `playRate`
- 12512 `player currentTimeChanged` message does not include time parameter
- 12506 Instability with manipulating QTKit players.
- 12501 Setting callbacks in player causes crash
- 12495 `[[Bug 12495]]` Animating `windowShape` does not work properly on Mac.
- 12481 Various actions on players (such as hiding and showing) prevent it from working properly.
- 12479 Maximum number of paragraphs which can be set with `styledText` is 64k
- 12470 Terminal window appears when accessing User Samples on Windows
- 12468 Middle button paste doesn't work correctly in other apps when LiveCode has the selection on Linux.
- 12467 Changing decorations causes no cursor to appear over a stack.
- 12463 Queuing too many pending messages causes slowdown and random crashes.
- 12462 Maximize button in Windows title bar doesn't use full screen under high-dpi Windows
- 12458 Crash when reading invalid image data
- 12451 Popup windows and combo-box menus don't disappear when they should.
- 12437 Cursor changes incorrectly for top pixel of borderless windows on Mac.
- 12436 `import snapshot` does not always display crosshair
- 12404 When using `import/export snapshot` from screen in non-interactive mode
- 12401 Browser: `revBrowserSnapshot` issues in 6.7.0 DP3
- 12388 Drag-drop does not work if 'private' data type is used on Mac.
- 12370 Key codes are mapped differently resulting keyboard shortcuts not acting correctly with non-English keyboard layouts.
- 12363 `Cmd-Z` shortcut missing from "Undo" menu item
- 12354 `AcceleratedRendering` causes double-sized stack controls on Retina displays
- 12351 Crash on write then read until EOF on driver
- 12339 `mouseRelease` message sent after selection from popup menu.
- 12321 On Windows 7 `Fullscreen` set to false does not return to previous size
- 12312 `VideoGrabber` doesn't work on Mac.
- 12303 Setting the text of a field chunk should not clear the paragraph styles of an empty line.
- 12297 Windows opened in popup mode have decorations.
- 12225 Menubar in application make `revBrowser` misaligned
- 12156 Single line message box field is too large
- 12055 `mobileVibrate` not vibrating when passed a variable
- 12014 Stack with iOS deployment checked(`mac`) when opened on windows system does not allow you to disable this deployment option. This in turn breaks Android APK generation
- 11928 Inconsistencies in behavior when doing 'delete the selectedChunk'.
- 11878 Pasting with the middle mouse button on linux doesn't work correctly.
- 11839 Menus in Script Editor have `testSize` too small
- 11809 Ensure that `spaceAbove` area is redrawn when hilite changes.
- 11503 Dictation is unstable on Mac.
- 11493 Buttons in Ask
- 11383 Help menu: duplicate name
- 11346 Command click in project browser
- 11240 Duplicate Menu and Replicate dialog lock messages
- 10942 Project Browser disappears in dual screen

- 10593 When setting the styledText of a range
- 4001 ask dialog icon is a button with its autohilite set to true

Specific bug fixes (6.7.0-dp-4)

- 12384 revBrowserOpenCEF doesn't send browserDocumentComplete when setting htmltext
- 12367 Standard menu items with tags (Cut/Copy/Paste etc.) do not enabled/disable correctly.
- 12364 Crash when calling revBrowserClose on revCEFBrowser

Specific bug fixes (6.7.0-dp-3)

- 12348 Scrollbars don't get keyboard input when focused if no field is on the card on Mac.
- 12329 Menu items are all disabled in modal dialogs on Mac.
- 12328 Make sure invisible stacks still have a valid windowId on Mac.
- 12324 New CEF-based revBrowser has no authentication dialog
- 12304 Pasting LiveCode controls from other copies of LiveCode doesn't work
- 12299 formattedWidth/Height of player objects is incorrect
- 12284 Command key shortcuts don't work if revBrowser has focus on Mac.
- 12270 Stack location is always constrained to screen on Mac.
- 12267 Resize stack cursor not set sometimes.
- 12264 resizable and maximize decorations not honoured correctly on Mac.
- 12259 Answer dialogs do not respond to mouse input if opened from a menu on Mac.
- 12255 dragDrop sometimes doesn't work when dropping from other applications (on Mac).
- 12254 dragImageOffset is incorrect horizontally on Mac.
- 12253 Crash after releasing mouse on stack after drag-drop operation on Mac.
- 12252 File > Exit menu item not hidden on Mac.
- 12249 Player object does not respond properly to edit tool.
- 12230 Accelerated rendering mode doesn't work correctly on Mac if using coregraphics mode.
- 12226 revBrowser doesn't grab mouse focus on Mac.
- 12216 the qtVersion returns empty
- 12163 Beach-ball shows in tight loops on Mac.
- 12130 Resize cursor does not always display in window edges on Mac.
- 12116 NullPointerException on device logcat when app was launched and closed if in-app purchasing box is not ticked
- 12115 Import / export snapshot from rect of window ignores rect on OSX
- 12109 "Export snapshot ... from window ..." wrongly scales snapshot rect
- 12089 Setting a player filename to a url causes hang.
- 12087 moveStack messages are not sent continuously on Mac.
- 12086 rawKeyDown sends incorrect code for shifted keys on Mac.
- 12085 "export snapshot of window ..." locks up on OSX
- 12082 Changing an applied pattern causes the IDE to crash
- 12080 Setting hidePalettes to false does not work on Mac.
- 12073 Make sure 'unlock cursor' takes immediate effect
- 12068 No default menubar in standalones on Mac.
- 12056 Clicking on a cell of a table field causes the IDE to crash
- 12047 Arrow keys don't work in CEF browser on Mac.
- 11922 Players do not render at correct size on Retina Macs.

- 10767 Non-CEF browser not working in modal dialogs on Mac.
- 5545 The mouse cursor does not hide when typing on Mac.

Specific bug fixes (6.7.0-dp-1)

- 11917 Setting the label of an option or combo-box does not update the menuHistory.
- 11808 pixelScaling not enabled on Windows Commercial edition

Previous Release Notes

7.0.3 Release Notes	http://downloads.livecode.com/livecode/7_0_3/LiveCodeNotes-7_0_3.pdf
7.0.1 Release Notes	http://downloads.livecode.com/livecode/7_0_1/LiveCodeNotes-7_0_1.pdf
7.0.0 Release Notes	http://downloads.livecode.com/livecode/7_0_0/LiveCodeNotes-7_0_0.pdf
6.7.2 Release Notes	http://downloads.livecode.com/livecode/6_7_2/LiveCodeNotes-6_7_2.pdf
6.7.1 Release Notes	http://downloads.livecode.com/livecode/6_7_1/LiveCodeNotes-6_7_1.pdf
6.7.0 Release Notes	http://downloads.livecode.com/livecode/6_7_0/LiveCodeNotes-6_7_0.pdf
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