LiveCode 8.1.4 Release Notes

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LiveCode 8.1 provides important improvements for delivering high-quality cross-platform applications!

- LiveCode Indy and Business editions now come with the tsNet external, which supercharges LiveCode's Internet features and performance. LiveCode 8.1 also introduces mergHealthKit, for accessing activity, sport and health data on iOS devices.
- The standalone builder now has a greatly-improved user experience for including externals, script libraries and LiveCode Builder extensions in your cross-platform application. Usually, it'll now do the right thing automatically, but you can still select the specific inclusions you need.
- The IDE has lots of other upgrades, too: a keyboard-navigable Project Browser that highlights any scripts that failed to compile, an improved dictionary user interface, and access to the message box just by starting to type.
- The player control can be used in Windows application without any need for users to install any additional libraries or dependencies, thanks to a brand new player implementation based on DirectShow. For most apps, it should now be unnecessary to install or use QuickTime at all.
- The LiveCode Builder programming language has had some enhancements as part of the Infinite LiveCode project. Variables now get initialised by default, unsafe blocks and handlers can be used to flag sections of code that do dangerous things, and you can even include raw bytecode if necessary.

### 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.
- The browser widget does not work on 32-bit Linux.
- 64-bit standalone for Mac OS X do not have support for audio recording or the revVideoGrabber external.

### 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

LiveCode supports the following versions of Windows:
- 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)
- Windows 10

**Note:** On 64-bit Windows installations, LiveCode runs as a 32-bit application through the WoW layer.

### Linux

LiveCode supports the following Linux distributions, on 32-bit or 64-bit Intel/AMD or compatible processors:

- Ubuntu 14.04 and 16.04
- Fedora 23 & 24
- Debian 7 (Wheezy) and 8 (Jessie) [server]
- CentOS 7 [server]

LiveCode may also run on Linux installations which meet the following requirements:

- **Required dependencies for core functionality:**
  - glibc 2.13 or later
  - glib 2.0 or later

- **Optional requirements for GUI functionality:**
  - GTK/GDK 2.24 or later
  - Pango with Xft support
  - esd (optional, needed for audio output)
  - mplayer (optional, needed for media player functionality)
  - lcms (optional, required for color profile support in images)
  - gksu (optional, required for privilege elevation support)

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

**Note:** The requirements for GUI functionality are also required by Firefox and Chrome, so if your Linux distribution runs one of those, it will run LiveCode.

**Note:** It may be possible to compile and run LiveCode Community for Linux on other architectures but this is not officially 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
10.10.x (Yosemite) on Intel
10.11.x (El Capitan) on Intel
10.12.x (Sierra) on Intel

iOS

iOS deployment is possible when running LiveCode IDE on a Mac, and provided Xcode is installed and has been set in LiveCode Preferences (in the Mobile Support pane).

Currently, the supported versions of Xcode are:

- Xcode 4.6 on MacOS X 10.7
- Xcode 5.1 on MacOS X 10.8
- Xcode 6.2 on MacOS X 10.9
- Xcode 6.2 and 7.2 on Mac OS X 10.10
- Xcode 8.2 on MacOS X 10.11
- Xcode 8.3 on MacOS 10.12

It is also possible to set other versions of Xcode, to allow testing on a wider range of iOS simulators. For instance, on OS X 10.10 (Yosemite), you can add Xcode 5.1 in the Mobile Support preferences, to let you test your stack on the iOS Simulator 7.1.

We currently support deployment for the following versions of iOS:

- 6.1 [simulator]
- 7.1 [simulator]
- 8.2 [simulator]
- 9.2
- 10.2
- 10.3

Android

LiveCode allows you to save your stack as an Android application, and also to deploy it on an Android device or simulator from the IDE.

Android deployment is possible from Windows, Linux and Mac OSX.

The Android engine supports devices using ARMv6, ARMv7 or ARMv8 processors. It will run on the following versions of Android:

- 2.3.3-2.3.7 (Gingerbread)
- 4.0 (Ice Cream Sandwich)
- 4.1-4.3 (Jelly Bean)
- 4.4 (KitKat)
- 5.0-5.1 (Lollipop)
- 6.0 (Marshmallow)

To enable deployment to Android devices, you need to download the Android SDK, and then use the ‘Android SDK Manager’ to install:
• the latest "Android SDK Tools"
• the latest "Android SDK Platform Tools"

You also need to install the Java Development Kit (JDK). On Linux, this usually packaged as "openjdk". LiveCode requires JDK version 1.6 or later.

Once you have set the path of your Android SDK in the "Mobile Support" section of the LiveCode IDE's preferences, you can deploy your stack to Android devices.

Some users have reported successful Android Watch deployment, but it is not officially supported.

### HTML5

LiveCode applications can be deployed to run in a web browser, by running the LiveCode engine in JavaScript and using modern HTML5 JavaScript APIs.

HTML5 deployment does not require any additional development tools to be installed.

LiveCode HTML5 standalone applications are currently supported for running in recent versions of Mozilla Firefox, Google Chrome or Safari. For more information, please see the "HTML5 Deployment" guide in the LiveCode IDE.

## Setup

### Installation

Each version of LiveCode installs can be installed to its own, separate folder. This allow multiple versions of LiveCode to be installed side-by-side. On Windows (and Linux), each version of LiveCode has its own Start Menu (or application menu) entry. On Mac OS X, each version has its own app bundle.

On Mac OS X, install LiveCode by mounting the .dmg file and dragging the app bundle to the Applications folder (or any other suitable location).

For Windows and Linux, the default installation locations when installing for "All Users" are:

<table>
<thead>
<tr>
<th>Platform</th>
<th>Path</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windows</td>
<td><code>&lt;x86 program files folder&gt;/RunRev/LiveCode &lt;version&gt;</code></td>
</tr>
<tr>
<td>Linux</td>
<td><code>/opt/livecode/livecode-&lt;version&gt;</code></td>
</tr>
</tbody>
</table>

The installations when installing for "This User" are:

<table>
<thead>
<tr>
<th>Platform</th>
<th>Path</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windows</td>
<td><code>&lt;user roaming app data folder&gt;/RunRev/Components/LiveCode &lt;version&gt;</code></td>
</tr>
<tr>
<td>Linux</td>
<td><code>~/.runrev/components/livecode-&lt;version&gt;</code></td>
</tr>
</tbody>
</table>
**Note:** If installing for "All Users" on Linux, either the `gksu` tool must be available, or you must manually run the LiveCode installer executable as root (e.g. using `sudo` or `su`).

### Uninstallation

On Windows, the installer hooks into the standard Windows uninstall mechanism. This is accessible from the "Add or Remove Programs" applet in the windows Control Panel.

On Mac OS X, drag the app bundle to the Trash.

On Linux, LiveCode can be removed using the `setup.x86` or `setup.x86_64` program located in LiveCode's installation directory.

### Reporting installer issues

If you find that the installer fails to work for you then please report it using the LiveCode Quality Control Centre or by emailing support@livecode.com.

Please include the following information in your report:

- Your platform and operating system version
- The location of your home or user folder
- The type of user account you are using (guest, restricted, admin etc.)
- The installer log file.

The installer log file can be located as follows:

<table>
<thead>
<tr>
<th>Platform</th>
<th>Path</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windows 2000/XP</td>
<td><code>&lt;documents and settings folder&gt;/&lt;user&gt;/Local Settings</code></td>
</tr>
<tr>
<td>Windows Vista/7</td>
<td><code>&lt;users folder&gt;/&lt;user&gt;/AppData/Local/RunRev/Logs</code></td>
</tr>
<tr>
<td>Linux</td>
<td><code>&lt;home&gt;/.runrev/logs</code></td>
</tr>
</tbody>
</table>

### Activating LiveCode Indy or Business edition

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.

### Command-line installation

It is possible to invoke the installer from the command-line on Linux and Windows. When doing command-line installation, no GUI will be displayed. The installation process is controlled by arguments passed to the installer.
Run the installer using a command in the form:

```bash
<installer> install noui [OPTION ...]
```

where `<installer>` should be replaced with the path of the installer executable or app (inside the DMG) that has been downloaded. The result of the installation operation will be written to the console.

The installer understands any of the following OPTIONS:

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>-allusers</td>
<td>Install the IDE for &quot;All Users&quot;. If not specified, LiveCode will be installed for the current user only.</td>
</tr>
<tr>
<td>-desktopshortcut</td>
<td>Place a shortcut on the Desktop (Windows-only)</td>
</tr>
<tr>
<td>-startmenu</td>
<td>Place shortcuts in the Start Menu (Windows-only)</td>
</tr>
<tr>
<td>-location LOCATION</td>
<td>The folder to install into. If not specified, the LOCATION defaults to those described in the &quot;Installation&quot; section above.</td>
</tr>
<tr>
<td>-log LOGFILE</td>
<td>The file to which to log installation actions. If not specified, no log is generated.</td>
</tr>
</tbody>
</table>

**Note:** the command-line installer does not do any authentication. When installing for "All Users", you will need to run the installer command as an administrator.

As the installer is actually a GUI application, it needs to be run slightly differently from other command-line programs.

On Windows, the command is:

```bash
start /wait <installer> install noui [OPTION ...]
```

### Command-line uninstallation

It is possible to uninstall LiveCode from the command-line on Windows and Linux. When doing command-line uninstallation, no GUI will be displayed.

Run the uninstaller using a command of the form:

```bash
<uninstaller> uninstall noui
```

Where is `.setup.exe` on Windows, and `.setup.x86` on Linux. This executable, for both of the platforms, is located in the folder where LiveCode is installed.

The result of the uninstallation operation will be written to the console.

**Note:** the command-line uninstaller does not do any authentication. When removing a version of
LiveCode installed for "All Users", you will need to run the uninstaller command as an administrator.

Command-line activation for LiveCode Indy or Business edition

It is possible to activate an installation of LiveCode for all users by using the command-line. When performing command-line activation, no GUI is displayed. Activation is controlled by passing command-line arguments to LiveCode.

Activate LiveCode using a command of the form:

```
<livecode> activate -file LICENSEFILE -passphrase SECRET
```

where `<livecode>` should be replaced with the path to the LiveCode executable or app that has been previously installed.

This loads license information from the manual activation file `LICENSEFILE`, decrypts it using the given `SECRET` passphrase, and installs a license file for all users of the computer. Manual activation files can be downloaded from the My Products page in the LiveCode account management site.

It is also possible to deactivate LiveCode with:

```
<livecode> deactivate
```

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

On Windows, the command is:

```
start /wait <livecode> activate -file LICENSE -passphrase SECRET
start /wait <livecode> deactivate
```

On Mac OS X, you need to do:

```
<livecode>/Contents/MacOS/LiveCode activate -file LICENSE -passphrase SECRET
<livecode>/Contents/MacOS/LiveCode deactivate
```

Engine changes

Fix deletion of the target in safe cases (8.1.4-rc-2)
You can now safely 'delete the target' as long as there are no handlers on the stack owned by the target.

After deleting 'the target', 'the target' will become empty which will result in an execution error when an attempt is made to dereference it.

Ensure browser widgets are in the correct location (8.1.4-rc-2)

Browser widgets in nested groups now remain in the correct location rather than shifting down vertically out of sync with everything else.

Script-only deploy (8.1.4-rc-1)

It is now possible to use script-only stacks in the mainstack and auxiliary stack parameters to the deploy command.

Specific engine bug fixes (8.1.4-rc-3)

19730  Fix resolution of relative paths of images in Mac standalones

Specific engine bug fixes (8.1.4-rc-2)

19026  Fix DNS resolver issue causing connection hang when using tsNet on Linux
19525  Fix SFTP connection hang when remote directory doesn't exist
19573  Provide iOS 10.3 builds for tsNet
19577  Fix crashes related to card deletion
19578  Fix crash after leaving edit group mode
19584  Allow deletion of a message's target object in a frontscript
19587  Fix deletion of the target in safe cases
19592  Prevent crash when deleting combo box
19635  Ensure browser widgets are in the correct location

Specific engine bug fixes (8.1.4-rc-1)

10947  Fix hypercard-compatibility dynamic path behavior
11170  Disable keyboard suggestion when entering password in Android native input field.
11727  Fix arrow key not work in Android field
12187  Make sure we can set the hilitedItemName property of the navBar widget
14238  Ensure background pattern stays aligned in long fields
17577  Make sure mobileControlGet does not return rounded values of
18358  startTime/endTime/currentTime
18454  Allow socket to send broadcast packet on Android.
18539  Don't change the defaultFolder on startup
18619  Delete slash at the end of specialFolderPath("resources") to be consistent with other result of special folders.
18833  Don't change name of tsNet stack during standalone build
18912  Ensure objects can't be deleted if their behaviors are handling a message or they are the target
18946  Fix browserNavigateComplete not firing when document has frames
19060  Ensure error when binding widget is caught correctly
19116  Ensure tsNetGetStatus reports transfer status as "uploading" appropriately during POST requests
19138  Update OpenSSL to version 1.1.0d
19154  Fix widget browser stuck on handling javascript
19192  Add ios and android to "allowDatagramBroadcasts" dictionary entry
19200  Make sure printSettings are set correctly
19212  Prevent a crash when calling mobileComposeMail with just one param (tSubject)
19215  Make sure botton icons are present in standalones when building for multiple platforms
19229  Fix crash when connecting an IR Receiver
19246  Remove objects from message path ASAP when deleted
19279  Prevent mobilePickMedia crash without 'Write External Storage' permission
19287  Make sure the clickLoc is updated on mouseDown/touchEnd on mobile
19293  Server returns 'ELF' over HTTP
19298  Make sure "Search for Inclusions" detects correctly widget inclusions on iOS simulator
19307  Prevent crash when saving standalone while player is playing
19313  Fix crash when saving field with fdata
19320  Fix SVG parsing of 'a' instruction
19328  Standalone startup stack needs to be mainstack before resolving parent scripts
19352  Fix crash when getting the urlResponse
19390  Reposition native layer controls correctly when resizing stacks
19404  Fix crash on iOS when calling play empty followed by play path/to/audio/file
19416  Ensure all object messages are cleared when obj or ancestor is deleted
19417  Use correct comment syntax in docs on documentation
19424  Make sure getting the securityPermissions returns the expected result
19457  Prevent crash when deleting selected objects with the backspace key
19469  Make sure the long time format is correct if twelveHourTime is false
19490  Make sure launch url sets the result to empty on success
19500  Fix crash when invalid url is used with iOS native browser
19515  Ensure the formattedRect of line N always returns the correct result

IDE changes
Specific IDE bug fixes (8.1.4-rc-2)

19564  Prevent error when deleting script editor tab

Specific IDE bug fixes (8.1.4-rc-1)

17448  Make sure messages are sent when going to stacks/cards from the Project Browser
18035  Make sure the gradient popup stack is displayed as expected
18485  Ensure relayering menu items don't relayer objects out of owner groups
18549  Make sure lock cursor works in the IDE
18991  Disable custom property editor when no node selected
19152  Show warning if the new stack name begins with "rev"
19153  Ensure objects can not be dragged to invisible open stacks from the tools palette
19160  Make sure the S/B respects the "iPad initial orientations" settings
19177  Update guide images for LiveCode 8
19178  Add test to ensure default folder doesn't change when loading IDE
19179  Add tests for standalone builder inclusions
19181  Ensure tutorial has location set when being skipped
19188  Make outputting debug vars from message box work in all contexts
19195  Allow vertical scrolling in "Value" field of Variable Visualizer window
19196  Ensure extension is installed before deleting files
19439  Ensure the "Effects" settings stack always appears onscreen
19451  Don't try to delete breakpoint while it is a target in the call stack

LiveCode Builder changes

LiveCode Builder Standard Library

Foreign function interface

- When passing a Number to one of the foreign integer types (LCInt, LCUInt, IntSize, UIntSize), an error will be thrown if the value is outside the range of the requested type.

- The IntSize and UIntSize types can hold the full 64-bit integer range, however the maximum magnitude which is supported for converting to and from Number is $2^{53}$. An error will be thrown for any conversions outside this range.

Specific LCB bug fixes (8.1.4-rc-1)

19067  Ensure an error is thrown if there is no script access
19214  Increase usable range of IntSize and UIntSize types
19244  Nil pointers should bridge to nothing
LiveCode extension changes

Specific extension bug fixes (8.1.4-rc-1)

19261  Clear selection when deleting selected node
19350  Remember iconPresetName in SVG Icon when reopening

Previous release notes

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- LiveCode 7.1.2 Release Notes
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- LiveCode 7.0.6 Release Notes
- LiveCode 7.0.4 Release Notes
- LiveCode 7.0.3 Release Notes
- LiveCode 7.0.1 Release Notes
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- LiveCode 6.6.1 Release Notes
- LiveCode 6.6.0 Release Notes
- LiveCode 6.5.2 Release Notes
- LiveCode 6.5.1 Release Notes
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- LiveCode 6.1.3 Release Notes
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+ LiveCode 6.0.1 Release Notes
+ LiveCode 6.0.0 Release Notes