LiveCode 9.0.0-rc-1 Release Notes

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  - Specific builder bug fixes (9.0.0-dp-7)
  - Specific builder bug fixes (9.0.0-dp-6)
  - Specific builder bug fixes (9.0.0-dp-5)
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Overview

LiveCode 9.0 enables access to libraries and platform APIs written in many other languages thanks to the community-funded 'Infinite LiveCode' project.

This includes a greatly improved LiveCode Builder virtual machine.

LiveCode 9.0 contains many additional improvements to support LiveCode app developers, including:

- A new "spinner" widget
- OAuth2 authentication library for use with web APIs (e.g. Facebook, Google and GitHub)
- A command argument parser library for building command-line standalones
Updates and performance improvements for existing widgets

**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 standalones for Mac OS X do not have support for audio recording.

**Breaking changes**

**Standalone Building**

The standalone builder has always needed to close the stacks it builds for reasons pretty deeply ingrained in the code. However this causes a few problems, for example:

- values in script locals become empty
- behaviors are broken when the parent script is on / in a stack which closes

As an attempt to improve this situation, the code that locks messages when closing and opening stacks for standalone builds has been removed. This means that where previously mainstacks would not receive openStack and closeStack messages during standalone build, they now do.

If this causes problems for your stack, you can exit from the handler if standalone building is in progress:

```lcb
on closeStack
  if the mode of stack "revStandaloneProgress" > 0 then
    exit closesStack
  end if
end closeStack
```

**LiveCode Builder**

**Exponentiation operator precedence**

Prior to this release, exponentiation had lower precedence than unary minus. In order to write code that operates as expected in both this release and previous releases, please use parentheses where appropriate.

Using lc-compile tool in LiveCode 9:
Using lc-compile tool in LiveCode 8:

\[-1^2 = 1\]

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 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:

- 10.9.x (Mavericks) on Intel
- 10.10.x (Yosemite) on Intel
- 10.11.x (El Capitan) on Intel
- 10.12.x (Sierra) on Intel
- 10.13.x (High 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 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 9.2 on MacOS 10.12 (Note: You need to upgrade to 10.12.6)
- Xcode 9.2 on MacOS 10.13

It is also possible to set other versions of Xcode, to allow testing on a wider range of iOS simulators. For instance, on MacOS 10.12 (Sierra), you can add Xcode 6.2 in the Mobile Support preferences, to let you test your stack on the iOS Simulator 8.2.

We currently support deployment for the following versions of iOS:

- 8.2 [simulator]
- 9.2
- 10.2
- 11.2

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 ARMv7 or ARMv8 processors. It will run on the following versions of Android:

- 4.1-4.3 (Jelly Bean)
4.4 (KitKat)
5.0-5.1 (Lollipop)
6.0 (Marshmallow)
7.0 (Nougat)
8.0 (Oreo)

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>&lt;x86 program files folder&gt;/&lt;RunRev/LiveCode &lt;version&gt;</td>
</tr>
<tr>
<td>Linux</td>
<td>/opt/livecode/livecode-&lt;version&gt;</td>
</tr>
</tbody>
</table>

The installations when installing for “This User“ are:
Platform Path
Windows <user roaming app data folder>/RunRev/Components/LiveCode <version>
Linux ~/.runrev/components/livecode-<version>

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:

Platform Path
Windows 2000/XP <documents and settings folder>/<user>/Local Settings/
Windows Vista/7 <users folder>/<user>/AppData/Local/RunRev/Logs
Linux <home>/.runrev/logs

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 `OPTION`s:

<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
```

**LiveCode Community engine changes**

**HTML5 Native Layer**

Support has been added for widgets to use HTML5 elements as native layers.

The built-in emscripten module (`com.livecode.emscripten`) has been added to provide useful functions for interacting with JavaScript within the browser, and to convert JavaScript objects to pointers suitable
for setting as the widget's native layer.

Make the encoding property of field char chunks more useful

The 'encoding' char-level field property will now return native if all chars in the chunk can be encoded in the native encoding, and unicode otherwise.

This means that the property will now return the identical value as it did in 6.7 and before, assuming that the field text hadn't had its encoding changed by script (via the textFont 'unicode' flag).

clipboard always converts plain text to styled text

Whenever text was placed on the clipboard, it was first converted to LiveCode styled text and then put on the clipboard as styled text, RTF, HTML, and plain text. This introduced errors when pasting to other applications since they would prefer the HTML version which made the text appear double spaced.

Return Typeface object from MCCanvasFontGetHandle on Android

The canvas module’s font handle is intended to return a pointer that can be used on the given platform to set the font of native views on that platform. In the case of android, the handle was a Skia Typeface pointer rather than a Typeface Java object.

Now the returned pointer can be wrapped using PointerToJObject and used directly as the Typeface parameter in android java ffi calls (such as setTypeface).

Note, the pointer returned by MCCanvasFontGetHandle is an unwrapped jobject local ref, so can only be expected to live while the calling handler is running. If the Typeface object is required elsewhere, it must be wrapped using PointerToJObject and put in a module variable.

Script only stacks with behavior

Script only stacks can now store a stack behavior as part of the file format. A 'with behavior' clause is added to the header of a script only stack, if it has a behavior property which references a stack.

When a script-only-stack with such a clause is loaded, the behavior is set as part of the loading.

Creating multiple 'windows' in HTML5

Basic support for multiple windows has been added to the HTML5 engine. The windows are implemented as canvas elements within the HTML5 page. This allows tooltips, dialogs, and pop-up menus to work within the HTML5 engine.

This also allows multiple stacks to be opened on the HTML5 page. Stacks other than the main stack will display in windows layered above the rest of the page. Note that these windows do not have a titlebar or standard window controls, so the means to move, resize, or close stacks will need to be provided within the stack UI.

Add optional 'kind' parameter to files/folders
The files and folders functions can now take an optional second parameter 'kind'. The kind parameter can be either empty or "detailed". If empty, the normal (short) form of the function is returned, otherwise the detailed (long) form of the function is returned.

### Android AAR support

Extensions can now include android AARs on which they depend. The aars must be included in the extension's code/jvm-android folder. Currently, the supported AAR contents are:

- Jar files
- Resources
- Manifests

In particular, native code contained in AARs is not yet supported.

### Android manifest merging

An android manifest merging mechanism has been added to the android standalone builder. This enables manifests to be included in extension jvm-android code folders which are then merged into the main manifest at build time.

Previously, it was possible to override the template manifest by providing a new template in a file called AndroidManifest.xml and including it in the Copy Files list. Since the merging mechanism is more general, enables multiple manifests and does not require users to update template manifests with new template replacement strings, this feature has been removed - instead any AndroidManifest.xml files included in the Copy Files list will be merged into the main manifest at build time.

### Code Library Support

Extensions can now include compiled libraries on which they depend. The libraries must be compiled for each platform and architecture they are required on and placed folders named with a platform ID in the extension code folder. The platform ID folder names are in the form:

```
<architecture>-<platform>[<options>]
```

See the platform ID specification for more details.

On all platforms with the exception of iOS only dynamically linked libraries are supported.

On iOS 8+ dynamically linked frameworks (.framework) are supported and on all versions of iOS statically linked frameworks and libraries (.a) are supported. Static linking is not yet supported in iOS simulator builds.

If the iOS library requires linker dependencies a text file (.txt) may be included to list them in the form:

```
{library | [weak-]framework} <name>
```
Additionally, on iOS the `.lcext` extension is used to identify code resources that conform to the exported symbols and sectors of externals. Specifically they have a `__deps` sector that contains the content of the dependencies file mentioned above and they export a `LibInfo` struct named `__libinfoptr_<libraryname>`. Examples of generating `.lcext` files are available in the LiveCode source repository. This is a more efficient means of inclusion as it allows the compiler to strip unused symbols.

**HTML5 deployment support**

The test button now works for HTML5 stacks. When editing a stack with HTML5 as a deployment option, the development menu is populated with the list of installed web browsers, with the test button launching the built HTML5 standalone in the selected browser.

**Include .jar files from extensions code folders**

The standalone builder will now look for .jar files in `<path to extension>/code/jvm-android` and update the `jarFiles` standalone setting accordingly when building for android. It will also look for them in `<path to extension>/code/jvm` for code inclusions on all platforms that support java.

So in order to include compile java classes in an extension and access them from LCB, simply put the .jar files into the appropriate folder (`code/jvm-android` if the jar depends on the android API, and `code/jvm` otherwise).

**Java CLASSPATH support**

Limited support is available for loading custom Java classes and .jar files in the IDE on Mac and Linux. If the CLASSPATH environment variable is set before the Java virtual machine is initialised (i.e. before Java FFI is used), then any paths specified are added to the locations searched by the default class loader.

**HTML5 Networking Support (Updated 9.0.0-dp-9)**

Networking support has been updated in the HTML5 engine to support libURL like syntax for fetching HTTP and HTTPS URLs. In order to use this new functionality, make sure “Internet” is selected in the list of inclusions.

*Note:* URLs fetched by the HTML5 engine from a domain other than that of the hosting the page may be blocked by web browsers, unless the server hosting the URL sets the “Access-Control-Origin” header appropriately.

**Add support for accepting socket connections on a port in the ephemeral port range**

When accepting connections on port 0 the OS will assign an available port within it’s ephemeral port range. The accept command now names the socket with the bound port number rather than 0 so that the bound port will appear in the value of the openSockets function and sets the `it` variable to the port number.
HTML5 Callbacks - enable calling handlers in LiveCode emscripten standalones from JavaScript

**Note** This is still an experimental feature - details may change as development continues.

Stack setup

Each stack can be configured to expose its handlers & functions to JavaScript. This is done through a custom property of the stack - `cJavascriptHandlers`. (This will be replaced in the future by a `javascriptHandlers` property which will then be a reserved keyword). The `cJavascriptHandlers` property is a return-delimited list of handler names. The named handlers do not have to be defined at the time the stack is loaded, however calling an undefined handler from JavaScript will result in an error.

Calling from JavaScript

The standalone engine will create a `liveCode` object on the DOM `document` object. To this object will be attached the `findStackWithName` method that can be called to return a JavaScript stack object. Each stack object will have methods corresponding to the exposed handlers of that stack. For instance, a stack with the `cJavascriptHandlers` property set to:

```
performAction
setProperty
getProperty
```

will have methods named accordingly, which when executed will call the corresponding handler with the provided arguments.

JavaScript Example:

```
var myStack = document.liveCode.findStackWithName("HTMLTest");
var oldDocTitle = myStack.getProperty('documentTitle');
myStack.setProperty('documentTitle', 'Important Document');
myStack.performAction('sendEmail');
```

New array commands difference and symmetric difference

The `difference` command removes all keys from the destination which are present in the source, and leaves all others alone.

The `symmetric difference` command removes all keys from the destination which are present in the source, and adds all keys from the source which are not present in the destination.

Additionally the `into` clause has been added to all array set set operations (union, `intersect`, difference, symmetric difference) allowing commands such as:

```
intersect tLeft with tRight into tResult
```

The operation of the commands is the same as the non-into form except that `tLeft` does not have to be a variable, and the result of the operation is placed into `tResult` rather than mutating `tLeft`. 
**New messageDigest() function with SHA-2 and SHA-3 support**

A new `messageDigest()` function has been added. It allows access to a variety of cryptographic message digest functions, including SHA-2 and SHA-3. For example, to compute the 256-bit SHA-3 digest of the message "LiveCode", you might use:

```
get messageDigest(textEncode("LiveCode", "UTF-8"), "sha3-256")
```

**Update Skia (graphics library)**

This major Skia update improves both rendering quality and performance. It also opens the door to substantial future improvements and feature additions. In order to allow this, support for certain legacy drawing features has had to be removed. In particular, legacy blend modes (also known as bitmap effects) are no longer supported.

**Cmd-. does not affect modal dialogs**

Previously using the abort-script keyboard combination (Cmd-. on Mac) would cause an abort error to be thrown. However, this would be silently swallowed by any modal command (or equivalent) meaning that unusable modal dialogs would be unclosable, requiring the need to restart the IDE / engine.

This has been fixed by making Cmd-. cause an automatic 'close this stack' when it occurs in a modal loop and allowInterrupts is true, and the current stack has cantAbort set to false.

**Additional forms of create command**

- Create in now works correctly
- You can now create in as well as in

**recordFormats function**

A new `recordFormats` function has been added that lists the possible record formats supported by the current platform recorder implementation. This will allow users to select supported audio file formats used by 'pluggable' audio recorder implementations in the future.

**LiveCode Builder Tools**

**lc-compile-ffi-java**

- `lc-compile-ffi-java` is a tool to create LiveCode Builder code which provides an interface between LCB modules and the Java Native Interface (JNI). It does this by taking a specification of a java package written in a domain-specific language and creating an LCB module which wraps the necessary foreign handlers which call the appropriate JNI methods. See the documentation for the tool and the description of the DSL for more details
Message box refactor

The way the message box functions has been refactored:

- the IDE only global property `revMessageBoxRedirect` has been removed
- the IDE only global property `revMessageBoxLastObject` has been removed
- the legacy message box behavior setting the text of the first field of a stack named `Message Box` has been removed
- the `msgChanged` message is now sent to the object that changed the message
- IDE plugin developers should subscribe to `ideMsgChanged` for custom message box development.
- If the `msgChanged` message is not handled the content of the message box will be logged to the system log unless the engine is running in no ui (command line) mode which will write the content to STDOUT.

revvideograbber end-of-life on Mac OS X

The revvideograbber external depends on QuickTime in order to operate on Mac OS X. On Mac OS X 10.9 and above, QuickTime is no longer available.

The revvideograbber external remains available for use on Windows, using Video for Windows (DirectShow).

The following revvideograbber commands are now deprecated and have no effect:

- `revVideoGrabSettings`
- `revSetVideoGrabSettings`
- `revVideoGrabIdle`

New NFC tag feature on Android

It is now possible to access data directly from NFC tags read by Android devices.

The functions `mobileIsNFCAvailable` and `mobileIsNFCEnabled` can be used to test if the device is able to read NFC tags.

The commands `mobileEnableNFCDispatch` and `mobileDisableNFCDispatch` can be used to control whether or not your app intercepts all NFC tags while in the foreground.

The handler `nfcTagReceived` will be sent with the tag data to your app whenever an NFC tag is read by the device.

LCB modules can declare Android app permissions and features

LCB module metadata is now checked for Android permissions which will be added to the manifest when building for Android. For example, a module containing

```plaintext
metadata android.features is "hardware.bluetooth,hardware.camera"
metadata android.hardware.camera.required is "false"
metadata android.hardware.bluetooth.required is "true"
metadata android.permissions is "BLUETOOTH_ADMIN"
```
will result in the following lines being added to the Android manifest:

```xml
<uses-feature android:name="android.hardware.camera" android:required="false"/>
<uses-feature android:name="android.hardware.bluetooth" android:required="true"/>
<uses-permission android:name="android.permission.BLUETOOTH_ADMIN"/>
```

**RevFont has been removed**

The revFont external library has been removed as it is no longer required.

The two commands provided by the revFont library have been superceded by commands that are built into the LiveCode engine. The replacements are:

- `revFontLoad` -> *start using font*
- `revFontUnload` -> *stop using font*

**Specifying local host and port when opening a socket**

When opening a socket you can now specify the local port and host the socket should use. An example of this is as follows:

```
open socket from ":8080" to "10.2.1.1:8080"
```

See the open socket dictionary entry for full details.

**Maximum text length on iOS native input fields**

It is now possible to set/get the maximum number of characters that can be entered into an ios native single-line field, using

```livecode
mobileControlSet sFieldID, "maximumTextLength", sMaxLength
put mobileControlGet(sFieldID, "maximumTextLength") --> returns sMaxLength
```

**Support for loading multi-module bytecode files (experimental)**

The `load extension` command is now able to load LiveCode Builder bytecode files (.lcm files) that contain multiple modules’ bytecode.

The first module in each .lcm file is treated as the "main module" of the module (i.e. the library or widget), and other modules are treated as support modules.

Support modules only remain loaded if they are used by the main module, and support modules must be submodules of the main module. For example, if the main module is "com.livecode.newbutton", then all other modules in the bytecode file must have names like "com.livecode.newbutton."
<something>".

### Throw error when changing behavior from behavior script

Previously it was theoretically possible to change the behavior of an object from that object's existing behavior script. This will now result in an execution error

```
parentScript: can't change parent while parent script is executing
```

This change was necessarily as the engine would occasionally crash when changing a behavior this way, and would be guaranteed to crash if stepping over the behavior script line that changes the behavior.

### Re-written LCB VM

The "virtual machine" used to run LiveCode Builder code has been re-written from scratch. This new VM provides a framework enabling better extensibility, better error reporting and, in future, more comprehensive optimizations.

Most existing LCB code should run without any changes. There may be some code that worked on the previous VM but doesn't in the new VM due to more comprehensive run-time checking; this is usually fixable with only very minor changes to the source code.

### Calling JavaScript from HTML5

JavaScript has been added to the `alternateLanguages` on the HTML5 platform.

It is now possible to call JavaScript code from HTML5 standalones by using the `do <script> as <alternateLanguage>` form of the `do` command.

This allows HTML5 standalones to interact with the browser within which they are running. The value of the JavaScript expression will be placed in the `result` variable:

```
local tDocTitle
do "document.title" as "JavaScript"
put the result into tDocTitle
```

### Undocumented multi-file libUrlMultipartFormAddPart removed

Previously, the `libUrlMultipartFormAddPart` command had the undocumented capability to accept multiple file names separated by commas. The handler failed to work for files that had commas in the name, however. The undocumented behaviour has been removed. To add multiple files to a form, call `libURLMultipartFormAddPart` once for each file.

### Field tab alignments in htmlText and styledText

The `styledText` and `htmlText` of a field now include tab alignment information. The `htmlText` uses a
new `tabalign` attribute with a list of alignments, e.g.

```html
<p tabalign='left,center,right'>left&09;middle&09;right&09;</p>
```

The `styledText` stores tab alignment in a “tabalign” key in each paragraph’s “style” array, e.g.

```javascript
get tStyledText[1]["style"]["tabalign"]
```

Platform support end-of-life

As announced on the [LiveCode blog](https://www.livecode.com/blog), running LiveCode on the following platforms is no longer officially supported from LiveCode 9.0 onwards:

- Windows XP
- Windows Server 2003
- Windows Vista
- Android Gingerbread (2.3.3-2.3.7)
- Android Ice Cream Sandwich (4.0)
- OS X Snow Leopard (10.6)
- OS X Lion (10.7)
- OS X Mountain Lion (10.8)
- iOS Simulator 6.1
- iOS Simulator 7.1

Specific engine bug fixes (9.0.0-rc-1)

- **13935** Fix modal dialog opening behind other windows on Linux
- **16388** Fix setting `dragdata['files']` when filename has spaces
- **18669** Fix rendering of rotated text on Linux
- **19206** clipboard always converts plain text to styled text
- **19536** Fix menu not being dismissed when user clicks on location greater than menu right or bottom
- **19580** Ensure colors round-trip through `styledText` correctly
- **19652** Refresh player on windows when mirroring property is set
- **19731** Remove documentation for no longer supported inks
- **20196** Build standalone successfully, but emit warning when extension is missing
- **20269** Throw parse error when dispatch ... with has empty params
- **20272** Fix crash when binding variables for ODBC database query
- **20293** Fixed bug causing crash when using chunks of the type ‘the last char to -4 of "fdwbfdf"’
- **20482** Fix crash on Android with unsupported emojis
- **20565** Fix setting stack to fullscreen hides all other stacks on Linux
- **20582** Ensure the iOS device plist has correct values for the version of Xcode and SDKs used to build the standalone
- **20790** Fix auto-updater text spacing
- **20792** Send touch messages when android scroller `scrollingEnabled` is false
Make the encoding property of field char chunks more useful
Fix printing to pdf
Ensure the iOS standalone builder looks at the correct place for the font mapping file
Fix font rendering in HTML5
Use sub-pixel positioning when rendering text on iOS/Mac.
Return Typeface object from MCCanvasFontGetHandle on Android
Fix 'could not build R.java' error when deploying to android on Windows
Fixed AppStore submission error when minimum deployment target is iOS 11.0 or more
Tree view widget now supports "," in the keys
Ensure dropboxUpload works with default values for pAutorename and pMute params
Fix crash when converting from utf16 with revDataFromQuery
Ensure params passed to iphoneSetDoNotBackupFile are taken into account
Make multipleHilites the main entry for multipleLines property
Remove 32 bit slice from Mac externals if the standalone supports 64 bit only
Fix shell on Windows Server
Ensure specialFolderPath("engine") returns folder containing engine on Windows
Throw parse error when unary function has no params
Set the hidden of a range of lines properly when the last line is empty
Ensure mobileSoundOnChannel() returns correct value on iOS
Use win32 instead of win in code library path to conform to platform id spec
Fix crash when using several android native fields
Segmented Control Widget displays the curvatures right if there is only one segment
Fixed malformed Dictionary entry of mobileGetContactData
Fix crash on execution error in ask dialog
Use PAC file found via WPAD protocol to resolve proxy server settings for url requests
Add support for local storage to Android browser
Fix corruption of binary data when loading URLs in HTML5
Fix android shell commands with space

Specific engine bug fixes (9.0.0-dp-11)

revSetStackProfile does not work on mobile
Ensure the "hilitedButtonName" returns the name of the hilited button
Add optional 'kind' parameter to files/folders
Geometry manager does not work on mobile
Ensure horizontal two finger scrolling on Linux respects the system settings
Fix text font setting in mobile engines
Dictionary improperly parses hard wrapped lines where word is followed by colon
Ensure iOS picker subview width scales correctly
Fix missing launcher icon on Linux
Fix accelRender issues on Android
Fixed bug causing crash when using multiple players.
Prevent crash on quit when using the commandName
Fix non-displaying accented characters in HTML5 standalones
Prevent android native field widget crash on ime action
Ensure flushEvents("all") works on MacOS
HTML 5 engine does not support fetching binary data using get URL
Ensure iOS standalones are treated as unique by fingerprint scanning
Ensure extensions' resource folders are available in standalones
Prevent crash on startup on iOS standalone if a navbar with a non default icon is included
Set default timeout in tsNet to prevent app hangs when Internet connection drops
Add tsNet builds for iOS SDK 11.1
Fix crash when launching android app from local notification
Ensure vtab doesn't interfere with styling
Added support for splash screens and icon for iPhone X
Fix crash when undoing a group deletion
Fix calls to struct-returning obj-c methods
Fix crash when trying to write to a disconnected socket
Fixed typo in installer when uninstalling previous version
[Xcode 9+] Detect correctly if a simulator device is already open
Fix the formatting of the sort container command "sortType" description
revDocsParseDescriptionOfEnum continuation line parse error
Ensure datagrids are re-initialised after deploy
Add tsNet builds for iOS SDK 11.2
Fix crash when calling iPhoneSetRemoteControlDisplay
Fix performance regression in replaceText
Fix crash saving images to iOS photo library
Fixed documentation for tsNetSetTimeouts to specify correct units for all parameters
Fix crash when deleting datagrid then undoing

Specific engine bug fixes (9.0.0-dp-10)

Fixed bug causing crash on mouse enter
Fix the mouse function always returning false
Return correct button from answer dialog when "ok","cancel" options swapped
HTML5 deployment support
Add support for jar files in desktop standalones
LCB Canvas: Fix alpha value of previous paint color being applied to gradient or pattern paints
Fix quote key not working with Turkish keyboard layout on Mac
Ensure Y is respected in 'read from socket X for Y'
Fix segmented control hiliteChanged docs
Fix crash on Windows when using revDatabaseTableNames()
Allow user classes to to be included in android standalones
Specific engine bug fixes (9.0.0-dp-9)

15924  HTML5: unable to import URL
17810  Allow non-LF line endings in script only stacks
19094  Certain unicode characters render incorrectly on Android 7
19496  'compositorType' dict entry updated to reflect platform OpenGL reference
19894  Fix incorrect rendering of carets in fields
19901  Statically link Linux server engines to libstdc++
19926  Fix incorrect rendering of legacy gradients when stack scaling is applied
19981  Fix inability to use custom fonts on Windows
20013  Database type passed to revOpenDatabase should be case insensitive
20016  DataGrids completely unresponsive in HTML 5 standalones
20035  Fix incorrect fontnames listed on Windows
20079  Add the square root of <number> to the math library
20085  Fixed syntax errors examples in the httpdStart and httpdResponse dictionary entries
20183  Ensure import paint into group respects the parent group
20218  Fix incorrect rendering of mirrored & wrapped gradients
20290  Support PKCS#1 formatted public keys in the encrypt/decrypt commands
20326  "Ask file" dialog does not appear and eventually causes crash on Mac
20347  Fix crash when cloning groups
        Ensure the points list is displayed correctly, without showing -32768,-32768 for empty line
20411  Fix crash when using Obj-C FFI on iOS

Specific engine bug fixes (9.0.0-dp-8)

11827  Added quotes to examples in the visual effect dictionary so that they work in Strict Compilation Mode.
19783  Ensure any errors are cleared from the error stack after a try control structure
19871  Add tools palette icon for Android native button
19877  Add support for accepting socket connections on a port in the ephemeral port range
19931  Fix loading of shared libraries on Android
19945  Mac native layer snapshots are offset by 1 pixel
19974  Enable using test runner with awkward paths to engines

Specific engine bug fixes (9.0.0-dp-7)

11323  New array commands difference and symmetric difference
13102  Update currentTimeChanged message docs to state that the message is sent while player is playing.
17132  Update engine to use LCMS 2 on Linux
18754  Set the it when importing snapshots
18848  Ensure error whilst doing subwindow command propagates to caller
18922  Added mobileGetDeviceToken as related to some pushNotification* dictionary entries
19083  Added selectionChanged association to player object
        Tweak formating on choose command doc removing return in browse param to remove
word fields from top of param list.
19253  Update OpenSSL to version 1.1.0e
19271  Increased random function input limit to $2^{53}$
19280  Include core script-only libraries in standalones
19318  Fix loading custom properties from pre-7.0 stack formats
19349  Fix relayering by layer number
19399  Prevent crash on startup of emscripten engine
19400  Unmangle java module docs
19411  Make sure combine tArray using column works as expected
19422  Fixed missing parts of errorMode entry
19429  Fix issue with database driver inclusion in standalones on Desktop
19479  Cmd-. does not affect modal dialogs
19502  Make sure calling LCB library handlers produces correct error stack
19598  Cannot accept and open sockets using the same local port on certain platforms
19682  Fixed bug preventing the use of shift to draw straight lines
19784  Convert between stringref and jstring correctly
19804  Ensure fonts work in-ui mode on Windows
19855  Added cross reference to trueWord to the word entry in the dictionary.

Specific engine bug fixes (9.0.0-dp-6)
13570  Dictionary - Export Snapshot added missing platform and OS elements.
17318  Fix format of mobileControlDo entry

Specific engine bug fixes (9.0.0-dp-5)
16044  Corrected documentation for dateItems - Day of the week
18245  Message box refactor
18403  Support hidden paragraph property in styledText arrays
18622  Ensure empty maps to empty lists when calling LCB library handlers
18850  LCB modules can declare Android app permissions and features
18998  Fix go url for script-only stacks
19065  Improve error reporting for calling LCB library handlers
19180  Crash when cloning an empty MCObjectPropertySet

Specific engine bug fixes (9.0.0-dp-4)
11039  Throw error when changing behavior from behavior script
18853  Support for loading multi-module bytecode files (experimental)

Specific engine bug fixes (9.0.0-dp-2)
12196  Correct documentation for "do" command
18147  The scriptExecutionErrors property not listed in dictionary
18350  Fix spurious type errors for repeat variables in LCB
18495  Undocumented multi-file libURLMultipartFromAddPart removed
18651  Ensure "10 garbage" is never a number
18821  Report all LCB stack frames in LCS error info

Specific engine bug fixes (9.0.0-dp-1)

14645  Field tab alignments in htmlText and styledText
15865  Fixed Dictionary description for "is not among"
16211  Fix compilation errors with MacOSX SDK 10.10 and higher
18111  Make PDF user guide typography match dictionary view
18254  Improve efficiency of equality operators on binary data
18297  Broken references in "filename of stack" dictionary entry
18357  dispatch documentation should mention arguments can be arrays
18537  Fix crash when saving stack on OSX ElCapitan
18579  Support defaultNetworkInterface for the accept command
18588  Fix a crash due to pending messages to deleted objects

LiveCode Community IDE changes

Fix multi-module assembly support
The extension builder now supports multi-module assemblies properly. An extension folder can contain a main module, eg main.lcb, and any number of support modules, named -lcb, which are then compiled together into one bytecode file.

For example, it is useful when building cross-platform extensions to put the platform-specific code in a support module, so the extension folder would contain for example

```
button.lcb
button-android.lcb
button-ios.lcb
... etc
```

Add extension search folders preference
Any folder containing a folder containing an extension selected for loading by the user is added to the cDeveloperExtensionsFolders preference. There is now a new preference cDeveloperExtensionsActiveFolders which controls which of the folders are actually searched for extensions in the extension builder. This preference can be set using the cog at the top-right of the extension builder stack.
DataGrid 2: Edit Mode and Swipe Actions

The DataGrid has been updated to include an edit mode and swipe actions. This only applies to DataGrids in form mode.

When in edit mode, customizable action and reorder controls will be displayed for each row, allowing for action handling and dynamic reordering.

When enabled, swipe actions allow the user to drag rows left and right as well as swiping them.

Edit Mode

A DataGrid can be put into edit mode by setting its `dgEditMode` property.

```plaintext
set the dgEditMode of group "DataGrid 1" to true
```

Only form DataGrids with fixed row height can be put into edit mode.

Action Select and Reorder Controls

By default, when in edit mode, an action select control will appear on the right hand side of each row and a reorder control on the left.

You can customize the appearance of these controls in 3 ways:

The first method is to specify your own controls using the properties "edit mode action select control" and "edit mode reorder control".

```plaintext
set the dgProps["edit mode action select control"] of group "DataGrid 1" to group "my action select control"
set the dgProps["edit mode reorder control"] of group "DataGrid 1" to group empty
```

Setting either of these properties to empty will result in the given control not being displayed. This way you can turn reordering off, or have only the reordering controls visible.

The second method is to handle the messages `GetEditModeActionSelectControl` and `GetEditModeReorderControl` in your row behavior script.

```plaintext
on GetEditModeActionSelectControl
  return the long id of group "my action select control" of me
end GetEditModeActionSelectControl
```

You can also use this method to prevent the reordering of certain rows. For example:

```plaintext
on GetEditModeReorderControl
  if the dgIndex of me is 5 then
    return empty
  end if
  pass GetEditModeReorderControl
end GetEditModeReorderControl
```
This will mean the row with DataGrid index 5 cannot be reordered.

The third method is to directly edit the template controls, which are hidden groups your DataGrid template stack.

Laying Out Rows

When positioning controls in your row behavior script, you can take into account any edit mode controls that have been overlaid onto the row by using the rows working rect. The working rect is passed as the second parameter to the LayoutControl message that is sent to your row behavior script.

```livecode
on LayoutControl pControlRect, pWorkingRect

end LayoutControl
```

Action Controls

By default, when an action select control is clicked, an action control will appear on the right hand side of the corresponding row. The default action control is a delete button.

The default behavior of a user click on the action select control can be overridden by handling the message `EditModeActionSelectControlClicked` in your row behavior. The default implementation is as follows:

```livecode
on EditModeActionSelectControlClicked pTarget

    EditModeShowActionControlForIndex the dgIndex of me

end EditModeActionSelectControlClicked
```

The target of the click is passed as a parameter. The command `EditModeShowActionControlForIndex` can be used make the action control appear for the given row.

The appearance of the action control can be customized in the same way as the action select and reorder controls: By either setting the `dgProps["edit mode action control"]` of the DataGrid, handling the message `GetActionControl` in your row behavior or editing the template control in the template stack. This allows you to potentially add multiple buttons to the action control or customize the action control for specific rows.

By default, when the action control is clicked, the given row will be deleted. This behavior can be overridden by handling the message `EditModeActionControlClicked`. For example, if you want to display a confirmation dialog, you would add the following to your row behavior script.

```livecode
on EditModeActionControlClicked pTarget

    answer "Are you sure you want to delete?" with "Yes" and "No"
    if it is "Yes" then
        DeleteIndex the dgIndex of me
    else
        EditModeHideActionControl
    end if
end EditModeActionControlClicked
```
The target of the click is passed as a parameter to the message. Use this if you want to determine where the user clicked within the action control.

The command `EditModeHideActionControl` is used here to hide the action control and return things to the standard edit mode view.

Reordering

When the user starts a dynamic reorder, the message `EditModeReorderStarted` is sent to the DataGrid.

```
on EditModeReorderStarted pIndex, pLineNo
...  
end EditModeReorderStarted
```

The DataGrid index of the row being reordered is passed as the first parameter. The position of the row within the DataGrid is passed as the second parameter.

When a reorder has been completed, the message `EditModeReorderCompleted` is sent to the DataGrid.

```
on EditModeReorderCompleted pIndex, pStartLineNo, pEndLineNo
...  
end EditModeReorderCompleted
```

The DataGrid index of the row reordered is passed as the first parameter. The original position of the row within the DataGrid is passed as the second parameter. The new position of the row within the DataGrid is passed as the third parameter.

Swipe Actions

To turn on swipe actions, set the DataGrid property "enable swipes" to true.

```
set the dgProps["enable swipes"] of group "DataGrid 1" to true
```

When enabled, users can drag and swipe rows left and right.

By default, when a user drags a row left or right, a swipe control will be revealed. When a user swipes left or right, the right or left swipe control will be fully revealed. When a user clicks on the left or right swipe control, the row will be deleted.

The appearance of the left and right swipe controls can be customized in the same way as the edit mode controls, by either setting the DataGrid properties "left swipe control" or "right swipe control", handling the messages "GetLeftSwipeControl" or "GetRightSwipeControl"* or editing the template swipe control in the template stack.

For example, if you only want the right hand side swipe control to appear, you can do the following:

```
set the dgProps["left swipe control"] of group "DataGrid 1" to empty
```
The default left and right swipe actions can be overridden by handling the messages "RowSwipedLeft" and "RowSwipedRight" in your row behavior.

For example, if you want left swipes to immediately delete the row rather than fully reveal the right swipe control, you can do the following:

```livecode
on RowSwipedLeft
    DeleteIndex the dgIndex of me
end RowSwipedLeft
```

The command `RowSwipeShowControlForIndexAndSide` can be used to fully reveal a swipe control. For example:

```livecode
dispatch "RowSwipeShowControlForIndexAndSide" to group "DataGrid 1" with 5, "left"
```

This will result in the left hand side swipe control being shown for the row with index 5.

Any visible swipe control can be dismissed using the command `RowSwipeHideControl`

```livecode
dispatch "RowSwipeHideControl" to group "DataGrid 1" to group "DataGrid 1"
```

The default behavior for when a swipe control is clicked can be overridden by handling the messages "RowLeftSwipeControlClicked" and "RowLeftRightControlClicked" in your row behavior script.

For example:

```livecode
on RowLeftRightControlClicked pTarget
    switch the name of pTarget
    case "archive"
        ...
        DeleteIndex the dgIndex of me
        break
    case "delete"
        ...
        DeleteIndex the dgIndex of me
        break
    default
        RowSwipeHideControl
        break
    end switch
end RowLeftRightControlClicked
```

The target of the click is passed as the first parameter, allowing you to determine where in the swipe control the user clicked.

**Enabling and Disabling Animations**

By default, all of the edit mode and swipe actions will be animated. Animations can be turned off by
setting the DataGrid property "animate actions" to false.

```
set the dgProps["animate actions"] of group "DataGrid 1" to false
```

Create mobile scroller when reopening a Data Grid

When running on mobile the DataGrid mobile scroller was not being created if a DataGrid was closed and then opened again. For example, if you navigated away from a card with a DataGrid and then returned to the card.

Custom property inspector editors

Extensions may now include their own property inspector editors for use when editing their properties. The stack containing the editor, and the behavior must be named .editor..livecode and .editor..behavior.livecodescript respectively.

The editor stack must contain one group called "template", which is the editor. It is cloned onto the inspector stack when any property that uses it as an editor is inspected.

Please see the property inspector feature note for more details on property inspector editors.

Script Extensions

Support has been added for installing script libraries contained in livecode extension packages (.lce files).

extensionInitialize and extensionFinalize messages

extensionInitialize and extensionFinalize handlers should be implemented to govern how the script library extension is loaded in the IDE and in a standalone.

Example
on extensionInitialize
    if the target is not me then
        pass extensionInitialize
    end if

    insert the script of me into back

    if the environment contains "development" then
        -- Do IDE-specific initialisation
    end if
end extensionInitialize

on extensionFinalize
    if the target is not me then
        pass extensionFinalize
    end if

    remove the script of me from back
end extensionFinalize

extensionStartupScript message

A extensionStartupScript handler can be implemented to provide code which will be executed after the library is loaded in a standalone application.

Example

on extensionStartupScript
    if the target is not me then
        pass extensionStartupScript
    end if

    -- Initialise library for use in standalone
end extensionStartupScript

Metadata

Metadata for script libraries should be contained in the library level docs. The following docs elements are used for library metadata:

- Title: the display name of the library
- Version: the version number (using the semantic versioning system)
- Author: the library author
- Requires: a comma-delimited list of other extension IDs (eg widget kinds, lcb or lcs library extension ids)
- Uses: a comma-delimited list of the library's requirements when building a standalone. Currently only android permissions and hardware features are supported.

Other docs elements are used for display in the docs. Any tags and associations applied to the library in this section are applied to all elements of the library's API.
**Example**

```
script "com.livecode.library.networking"
/**
Title: My Networking Library

Version: 1.0.0

Author: LiveCode

Description:
This library provides a networking API.

Requires: com.livecode.library.messageauthentication

Uses: INTERNET (android permission)

Tags: networking
*/

on extensionInitialize
...
```

The IDE is now 64-bit by default on Mac

Moreover, the "Build for Mac OS X 64-bit" is checked by default on newly created stacks in the standalone settings for OS X. Existing stacks will retain their current settings.

Added "Exit on suspend" checkbox in iOS S/B

Users can now set the .plist property of whether their applications should exit when suspended. Added warning as this is still experimental behaviour.

Added Build Number to iOS Standalone Builder

This will add a Build Number to the plist file of the standalone builder, enabling resubmission of the same build to the app store multiple times.

SVG icon support in the Extension Builder

The 'Extension Builder' now displays LiveCode Builder extensions' SVG icons, if present. You can add an SVG icon to an LCB extension by setting its "svgicon" metadata to an SVG path that could be displayed by the 'SVG Icon' widget.

When an extension provides an SVG icon, packaging the extension no longer requires you to choose bitmap icon files.
Show up to 10 nested behavior in the Project Browser

It is now possible to view up to 10 nested behaviors of an object in the PB. The behaviors are shown using oval graphics. Clicking on the graphic takes you to the script of the behavior. The tooltip of the graphic shows the long name of the behavior.

<Shift+Tab> reformats entire script

Holding down the Shift key while pressing the Tab key will reformat the entire script in the Script Editor.

Specific IDE bug fixes (9.0.0-rc-1)

- **DG2** Fixed typo preventing `EditModeReorderCompleted` and `EditModeReorderStarted` messages from being sent to the DataGrid
- **8704** Ensure the autoupdater on Linux can be launched
- **19013** Default PI color picker to RGB unless already set to color name
- **19741** Remove legacy inks from property inspector
- **20332** Show error dialog when choosing a provisioning profile that does not support the current application identifier
- **20558** Allow enabling NFC support in the Android Standalone Settings
- **20692** Add search in scripts to Find in script editor contextual menu
- **20736** Fix size of label fields in script editor search and replace dialog
- **20783** Import SVG from IDE file menu
- **20794** Show warning when creating a Map widget on OSX 10.9 and 10.10
- **20799** Removed errant copy/paste from DataGrid lib code
- **20806** Ensure Home and End Keys are not intercepted by the PI scroller when the target is a PI field
- **20830** Add `iconGravity` property to inspector
- **20841** Remove duplicate handlers from IDE
- **20851** Fix adding `break` after `case` in switch control structure when one exists
- **20857** Fix widget property ordering
- **20862** Fix multi-module assembly support
- **20879** Fix error in script editor find behavior on first open
- **20882** Ensure PI editors can control multiple props
- **20894** [Start Center] Ensure creating new stack with tablet Landscape button works as expected
- **20901** Fix issues with users' extension guides
- **20909** Fix formatting of indents in SE when autocomplete is false and autoformat is true
- **20929** Don't overwrite existing module.lcm files with new version
- **20979** Escape `&` in recent files and window menus
- **21014** Fix installing extensions from local .lce files
- **21022** Ensure nested groups' scripts can be searched
- **21044** Prevent removal of trailing empty lines when formatting script

Specific IDE bug fixes (9.0.0-dp-11)
4010  Ensure Image/Object Library places images/objects only on user's stack
11204 Script Editor: Use same background color for both editing field and handler list
17287 Image filename property is not relativized with the PI
17819 Enable cmd+c in dictionary
19359 Ensure the debugger and remote debugger ignore breakpoints and errors if they are repeatedly triggered when execution has not been continued
19946 Add extension search folders preference
19969 Geometry Manager 'Left object' alignment issue
20431 Show ask and answer dialogs in correct location when the screen top is not 0
20475 Improve Go to definition for behaviors in use
20514 Add a way to launch sample extension sample stacks
20535 Check for IDE stacks correctly when toggling Suppress Messages
20536 Check for IDE stacks correctly when suspending development tools
20560 Improve layout of dictionary filter list
20603 Fix error when building standalone with extension with resources
20618 Make ideDocsFetchLibraryEntries public
20619 Property Inspector / Geometry: Limit Object check box not selected correctly
20621 Script Editor: Fix indentation for some IF forms
20645 Create mobile scroller when reopening a Data Grid
20646 Prevent error when building a custom widget's Guide
20666 Property Inspector / Geometry: Remove All button does not work
20673 Ensure custom widget's guide.md is added to the Dictionary Guides
20706 Ensure Ctrl | Cmd + left arrow moves cursor to beginning of line
20713 Enable lock/unlock text from popUp for fields
20725 Show red breakpoint dot immediately when set via popUp in SE

Specific IDE bug fixes (9.0.0-dp-10)

14863  Use native scrollers for DataGrid scrollbars on mobile
20439  Scroll main property inspector group with mouse wheel and navigation keys
20483  Ensure effects popup palettes have correct height
20537  Navigate the property inspector tabs with Control+tab
20557  Ensure installation of custom widgets works, and their documentation is added to the dictionary
20561  Fix 'show documentation' for widgets

Specific IDE bug fixes (9.0.0-dp-9)

18366  Enable control+tab on MacOS
18739  Dictionary auto-search on first char freezing cursor
18881  Dictionary: sort API menu
19031  Searching the Dictionary for $
20064  Show only valid provisioning profiles on iOS Standalone Settings
20220  Ensure fillGradient window displays its full content
20289  Improve dictionary sort ("me" was difficult to find)
Specific IDE bug fixes (9.0.0-dp-8)
19897  Downgrade status of HTML5 builds from "highly experimental" to "experimental"
19961  Prevent property inspector 'set type' property editor from expanding at will
19988  Add Edit Behavior Script contextual menu item

Specific IDE bug fixes (9.0.0-dp-7)
14163  Fixed bug preventing users from adding Build Numbers to S/B's
15218  Reduce PI size to available screen space where necessary
17583  Allow increased height in inspector windows
19384  Set JAVA_HOME at startup if not set
19406  Correctly re-enable debugger when setting Script Debug Mode
19491  Allow PI to be resized to smaller than content height
19821  Set the default of the Mac S/B to 64-bit
19832  Format multi-line message box when pasting script

Specific IDE bug fixes (9.0.0-dp-6)
19339  Fix "Pending Messages" tab of the message box in Business Edition

Specific IDE bug fixes (9.0.0-dp-5)
17851  Add default script to scrollbar
18682  Ensure debugger ignores breakpoints and errors if a modal stack is presented
18931  Update widget creation docs with extension store instructions
19072  Add slider to PI for startAngle and arcAngle for oval graphics

Specific IDE bug fixes (9.0.0-dp-4)
18932  SVG icon support in the Extension Builder
18937  <Shift+Tab> re_formats entire script
18956  Make sure oauth2 library is loaded correctly
18966  Remove size limitation for creating graphics

Specific IDE bug fixes (9.0.0-dp-3)
18037  Apply property defaults from metadata when testing widgets
18920  Reinstate that a single char can be selected with the mouse in ScriptEditor

Specific IDE bug fixes (9.0.0-dp-2)
18595  Clicking left of text now moves caret to the beginning of text
18631  Only use development team preferences when running from the repository
Specific IDE bug fixes (9.0.0-dp-1)

- **13997** Fix issue creating breakpoints via the new breakpoint dialog
- **15830** Improve user feedback for invalid breakpoint conditions
- **18043** Add warning about numerical names to user guide.
- **18355** Bring script editor and documentation stacks to front if the stack is already open when navigating to content
- **18475** textFont of control does not get set when tabbing out of textFont comboBox in P.I.

iOS Native Button widget

**iOS Native Button**

A new widget has been added which is a native button view on iOS. On all other platforms it presents a placeholder image with the iOS logo.

**Properties**

- **enabled** - The enabled state of the button
- **label** - The label to display

**Messages**

- **mouseUp** - sent when the button is clicked

Mac Native Button widget

**macOS Native Button**

A new widget has been added which is a native button view on macOS. On all other platforms it presents a placeholder image with the macOS logo.

**Properties**

- **enabled** - The enabled state of the button
- **label** - The label to display

**Messages**

- **mouseUp** - sent when the button is clicked
Mac Native Single-line Field widget

Mac Native Single-line Field Widget

A new widget has been added which is a native single-line field view on Mac. On all other platforms it presents a placeholder image. The widget is a wrapper around the Mac NSTextField class.

Properties

- **enabled** - The enabled state of the field
- **textSize** - The size of the field text
- **textFont** - The font of the field text
- **text** - The text contents of the field
- **showBorder** - Whether the field has a border or not focus
- **showFocusBorder** - Whether the field displays a blue border when focused or not

Messages

- **returnKey** - sent when the return key is pressed

Line Graph widget

Markers

- The new **markerScale** property controls the size of graph point markers.
- Any named icon from the SVG icon library can now be used as a graph point marker.

Android Native Field widget

Android Native Field Widget

A new widget has been added which is a native field view on Android. On all other platforms it presents a placeholder image with the Android logo. The widget is a wrapper around the Android EditText class. The implementation is based on the 'input' and 'multiline input' native controls on Android, but removes the need for mobileControlCreate / mobileControlSet syntax. The widget can be dragged from the tools palette and have properties set on it in the usual way. Moreover the widget's object is the target of its messages, rather than the object whose script created the control.

passReturnKey property

- A **passReturnKey** property has been added to allow the user to control whether the return key is passed to the field widget to add a new line or not.

Properties

- **enabled** - The enabled state of the field
- **editable** - Whether the field contents can be edited
- **fieldTextColor** - The color of the field text
- **textSize** - The size of the field text
- **multiline** - Whether the field can contain multiple lines of text
- **scrollingEnabled** - Whether the field contents can be scrolled
- **text** - The text contents of the field
- **textAlign** - The (horizontal) text alignment of the field
- **verticalTextAlign** - The (horizontal) text alignment of the field
- **autoCapitalizationType** - The auto-capitalization behavior of the field
- **autoCorrectionType** - The auto-correct behavior of the field
- **contentType** - Whether the field content is plain text or password
- **dataDetectorTypes** - The types of field data that are displayed as URLs
- **keyboardType** - The type of keyboard to display when the field has focus
- **returnKeyType** - The action associated with the return key

Non-persistent properties

- **selectedRange** - The start and length of the field text selection
- **focused** - Whether the field is focused or not

Messages

- **openField** - sent when the field gains focus
- **closeField** - sent when the field loses focus with its content having changed
- **exitField** - sent when the field loses focus with no change in content
- **returnKey** - sent when the return key is pressed

### HTML5 Native Button widget

**HTML5 Native Button**

A new widget has been added which is a native button view on HTML5. On all other platforms it presents a placeholder label.

Properties

- **label** - The label to display

Messages

- **mouseUp** - sent when the button is clicked

### Tree View widget

**Performance**

- Previously when an array was expanded in the Tree View widget, all of the display calculations for were done before the next redraw. Now the keys are sorted (as before) but the display calculations are made for a maximum of 1000 rows. When more rows are needed due to scrolling, another 1000 are calculated at that point.

  This provides a near-continuous scrolling experience for arrays with large numbers of keys, and ties the expense of expanding an array to that of sorting its keys.
Segmented Control widget

**horizontal property**

- A `horizontal` property has been added to the segmented control which controls the orientation of the segments.

**toggleHilites**

- A `toggleHilites` property has been added to the segmented control. This controls whether a currently hilited segment can be unhilited by clicking on it.

**Appearance and theming**

- Dividers between segments are no longer drawn when the `showBorder` property is `false`.

**Properties**

- Setting the `itemCount` now updates all other properties immediately, rather than at the next redraw.
- All list-like properties now contain exactly `itemCount` items at all times.
- The `itemNames` property may now include duplicated and/or empty segment names.

Android Native Button widget

**Android Native Button**

A new widget has been added which is a native button view on Android. On all other platforms it presents a placeholder image with the Android logo.

**Properties**

- `enabled` - The enabled state of the button
- `label` - The label to display
- `labelColor` - The color of the button label text
- `textSize` - The size of the button label text

**Messages**

- `mouseUp` - sent when the button is clicked

Time zone Library

**Time zone library**

A time zone library has been added for converting to and from universal time in various time zones. It uses the IANA timezone database to do the conversion.

The library contains three handlers:
• **ToUniversalTime(pSeconds, timeZone)** - convert from local time in the specified time zone to universal time
• **FromUniversalTime(pSeconds, timeZone)** - convert from universal time to local time in the specified time zone
• **TimeZones()** - list of valid time zones, one per line

### Toast Notification Library

**Toast Library**

A toast library has been added. This provides the ability to pop up a transient, non-modal notification to the user. Currently, the library is only supported on android. The library places the following handlers in the message path:

- **mobileToast** *pMessage, pDuration*: Display a toast for the specified duration
- **mobileToastCancel**: Cancel the current toast

### Icon SVG Library

**Add icon / Set current family**

- Icons can be added individually. The default family is "custom". Added icons can specify the family in the name using the form "family/name".
- Multiple icons can be added using an array (same format that iconData() returns). The family must be specified.
- The current icon family can now be set. This allows existing tools in the IDE to show icons from any loaded family.

New handlers:

- **iconFamilies()** - returns a list of current icon families in the library
- **iconNamesForFamily()** - returns a string list of icon names for a specified family
- **iconListForFamily()** - returns a LCB list of icon names for a specified family
- **iconDataForFamily()** - returns LCB array of icon data for a specified family
- **addIcon()** - add an icon to the icons.svg library
- **addIconsForFamily()** - add a family of icons to the icons.svg library
- **getCurrentIconFamily()** - get the family used as default (i.e. for iconPicker)
- **setCurrentIconFamily()** - set the family to be used as default (i.e. for iconPicker)
- **deleteIconFamily()** - remove a family from the library
- **iconArrayMatchingInAllFamilies()** - search for icon matches among all families

### Android Audio Recorder library

**Android Audio Recorder**

An android audio recorder has been added. As well as starting and stopping recording, it allows the
selection of various input sources, encoding types and output formats. The library places the following handlers in the message path:

- `androidRecorderStartRecording pFileName`: Start recording an audio file, using the given filename
- `androidRecorderStopRecording`: Stop recording
- `androidRecorderGetMaxAmplitude`: Returns the max amplitude of the recording since last sampled
- `androidRecorderSetRecordCompressionType pType`: Set the record compression type
- `androidRecorderSetRecordFormat pFormat`: Set the record output format
- `androidRecorderSetRecordInput pSource`: Set the record input source

**JSON Library**

**JSON parser improvements**

- `JsonImport()` no longer incorrectly accepts garbage at the end of a JSON file.
- `JsonImport()` no longer incorrectly accepts unescaped control characters in strings
- "null" is a valid JSON file, and `JsonImport("null")` no longer throws an error. It returns nothing in LCB and the empty string in LiveCode Script.
- A number by itself is a valid JSON file, and `JsonImport("25")` now returns 25, rather than throwing a syntax error.

**JSON parser security fixes**

- Some crafted JSON files could cause `JsonImport` to use excessive amounts of CPU time. The `JsonImport` function will now reject inputs with more than 500 levels of structure nesting.

**Widget Utilities module**

**Placeholder painting**

Two functions have been added to facilitate drawing placeholders on the widget canvas for native widget display on other platforms:

- `placeholderIcon`: Takes an operating system parameter and returns an appropriate svg icon for a placeholder
- `paintPlaceholderImage`: Paint a placeholder for the widget on the given canvas

See the documentation for more details on the individual handlers and their syntax.

**Android Utilities module**

**Android Utility Module**

A new android utility module has been added. It currently contains two handlers:
- **StringToAndroidColor**: convert a string representing a color (optionally with alpha component) to an Android Color object.
- **ApplicationContext**: returns the current application Context object.

**MIME Library**

A new Multipurpose Internet Mail Extensions (MIME) library has been implemented to provide support for common data formats such as multipart email message bodies.

**OAuth2 dialog library**

A new library has been implemented for presenting an OAuth2 authorization dialog for any web service that supports OAuth2 Authorization Code Flow.

**Extension Package Utilities library**

An extension package utilities library has been added. It contains handlers for managing LiveCode extension packages.

**API**

The following handlers are implemented:

- `extensionFetchSourceFromFolder pFolder, rSource, rSupportFiles, rType`: Fetch basic information about extension source from a folder
- `extensionPackageScriptExtension pSourceFolder, pTargetFolder, pRemoveSource`: Package a LiveCode Script extension
- `extensionPackage pSourceFolder, pTargetFolder, pRemoveSource`: Package an extension
- `extensionFindInFolder pFolder, pIsUserFolder, pRecursive, xDataA`: Find any extensions in the given folder
- `extensionCheckModuleVersion pLCCompile, pModule`: Check the module bytecode is the same version as a particular lc-compile
- `extensionFetchMetadata pManifestPath`: Fetch metadata from an extension manifest
- `extensionExtractDocs pDocsParser, pOutputDir`: Extract docs from extension files
- `extensionBuildPackageAndExtractLCB pDocsParser, pTargetFolder, pCommercialExtension, pLCCompile, pLCIPath, pExtraLCIPaths`: Build, package and extract LiveCode Builder extensions
- `extensionOrderByDependency pExtensions, pRequiresA, pIncludeBuiltin`: Order extensions by dependency using requires info
- `extensionLCCompileVersion pLCCompile`: Return the bytecode version of a particular lc-compile
- `extensionCompile pLCCompile, pFile, pSupportFiles, pLCIPath, pExtraLCIPaths, pTargetFolder, pOutputFilename`: Compile a LiveCode Builder extension file
extensionBytecodeFilename pLCCompile, pUseVersion: Return the default bytecode output filename
extensionProtectStack pProtectifyScript, pSourceFolder, pSourceFileName, pOutput, pGitHash
: Protect a livecode stack using the provided script

Command-line option parsing support
The new getopt library provides support for parsing Linux-style command-line options.

QR Code Generator Library
The public domain licensed QR Code Generator Library (sQuiRt) by John Craig has been added to the community repository for ease of maintenance and use.

diff library
A new library has been implemented for computing diffs between text sources and applying those diffs to text.

Dropbox API v2 Library
A derivative of Gerard McCarthy's Dropbox API v2 library for LiveCode is now available as a standalone inclusion. The changes to the library include a new command based API with asynchronous callback options for editions of LiveCode that support asynchronous HTTP POST.

Message Authentication Support
The new Message Authentication library provides support for computing a HMAC (Keyed-Hashing for Message Authentication) using a data using a specified key and message digest type as described in RFC 2104.

HTTP Server Library
The HTTP Server library can be used to recieve and respond to HTTP requests in your application.

Specific extension bug fixes (9.0.0-rc-1)

19427 Fix CEF render process not closing when widget closes
19696 Dropbox library was only returning the error code, not the description
20200 On macOS, Windows and Linux navigate to target=_blank links to match mobile behavior
20276 Use selected font for android native field
20276 Use selected font for android native button
20575 Add Cancel button to OAuth2 dialog
Specific extension bug fixes (9.0.0-dp-11)

19851 Implement object repository to store object references that might mutate
20515 Prevent segmented control fill from ending one pixel to the left/bottom of segment.
dropboxGetCurrentAccount changed to overcome a quirk in Dropbox's v2 API that was
causing an error to be returned
20663 Make corner radius of segmented widget a user settable property
20710 Fix ability to focus on Android Native Field widget
20714 Show soft keyboard when Android native field widget receives focus

Specific extension bug fixes (9.0.0-dp-10)

20461 Ensure togglehilites and multipleHilites work together
20509 Segmented control posts hiliteChanged when created
20516 Switching orientation did not properly redraw widget.
20518 Set correct keyboard input type for passwords
20534 Ensure segmented widget created in LC 9.x opens in LC 8.1.x too

Specific extension bug fixes (9.0.0-dp-9)

20081 Keep setting of enabled property in sync
20115 Fix crash when focusing field widget
20216 Fix incorrect item delimiter in request callback example
20238 Ensure request limit is an integer
20306 Ensure dbxGetMetadata param pIncludeMediaInfo defaults to false and fix
copy/paste error in docs

Specific extension bug fixes (9.0.0-dp-7)

18698 Ensure only well-formed JSON numbers are accepted

Specific extension bug fixes (9.0.0-dp-6)

19317 Improved description of attachments parameter for mimeEncodeAsMIMEEmail

Specific extension bug fixes (9.0.0-dp-3)

18908 Fix parsing of JSON files containing only a single-digit integer

Specific extension bug fixes (9.0.0-dp-2)

7159 JSON parser improvements
18693 Prevent long delays when expanding arrays with many keys
18697 Fix parsing of "lonely number" JSON files
Fix possible denial of service via crafted JSON inputs
Ensure all itemNames, itemLabels etc. can be set to empty
Do not draw borders when showBorder is disabled

LiveCode Community Plus engine changes

Specific engine bug fixes (9.0.0-dp-11)

Created additional server engine version for Business license holders

LiveCode Community Plus IDE changes

Autocomplete Shortcuts

The F1 key is now used for presenting autocomplete when the user has the live autocomplete preference off. If the completions pane is already presented the F1 key will launch the dictionary if the chosen completion is documented.

Specific IDE bug fixes (9.0.0-dp-11)

Revert to using tab to apply completions
Parse messages with optional parameters correctly
Use F1 as the autocomplete shortcut due to the conflict with Ctrl+Shift+right selecting the word to the right

LiveCode Indy engine changes

Quality Presets

The read only qualityPresets and read-write qualityPreset properties have been implemented for the camera control on Windows. While on Mac and iOS the preset name is defined by the AFVFoundation framework on Windows they are in the form:

\(<width>x<height>|<frame duration in 100 nanosecond units>|<bit rate in bits per second>\)
Exposure mode

The windows camera control now supports listing the `exposureModes` the device supports and getting and setting the `exposureMode` of the device.

Focus mode

The windows camera control now supports listing the `focusModes` the device supports and getting and setting the `focusMode` of the device.

White Balance mode

The windows camera control now supports listing the `whiteBalanceModes` the device supports and getting and setting the `whiteBalanceMode` of the device.

Allow cameraControl to record without video, or without audio.

The `videoDevice` & `audioDevice` `cameraControl` properties now accept the empty string in order to disable recording from those input devices.

LiveCode Indy IDE changes

Specific IDE bug fixes (9.0.0-dp-11)

20591  Present warning before deleting a snippet in the snippet manager

LiveCode Indy extension changes

Map widget

Native Map Widget

A new widget has been added which is a native map view on Android, iOS and 64-bit Mac. On all unsupported platforms and architectures it presents a placeholder image with a map pin icon. The widget is a wrapper around the GoogleMap class on Android and the MKMapView class on iOS / Mac.

Properties

- `centerCoordinates` - the coordinates of the current center of the map view in degrees.
- `span` - The extent of the map displayed by the widget in degrees.
- `region` - The region displayed by the map - the `centerCoordinates` followed by the span.
- `animateMovement` - Whether the movement of the map view is animated or not when setting
properties.
- **showUserLocation** - Whether to show the user's current location on the map.
- **scrollEnabled** - Whether the map view can be scrolled by user actions.
- **zoomEnabled** - Whether the map view zoom can be changed by user actions.
- **markers** - Marker points on the map. These must have coordinates and a title, and can optionally have a subtitle
- **polylines** - Polylines drawn on the map. These must have a list of coordinates and can optionally have a color and width.

Messages
- **markerSelected** - sent when a marker point is selected
- **regionChanged** - sent when the map view region is changed

Signature widget

Signature Widget

A signature widget has been implemented for drawing signatures. Line width is governed by drawing speed and the drawn line is smoothed with a bezier curve.

Secure Key Storage library

Secure Key Storage Library

A new library has been implemented for the management of secure key storage using the keychain on iOS, Mac and Android.

Amazon Web Services (AWS) Library

The new Amazon Web Services library includes support for Amazon Simple Storage Service (S3). You can use S3 to provide cloud storage for your app. Read more here

Specific extension bug fixes (9.0.0-rc-1)

- 20797 Fix incorrect uses of `centerCoordinate` instead of `centerCoordinates`
- 20815 Add `borderWidth` and `borderColor` properties to signature widget
- 20861 Improve documentation of secure key storage library
- 20883 API key standalone setting is required on android

Specific extension bug fixes (9.0.0-dp-9)

- 19979 Include documentation in IDE
LiveCode Business extension changes

Script Profiler
Use the new script profiler to identify the most costly lines of code in a stack. Open a stack and choose Start Profiling Script from the Development menu to profile the topStack. When each line of a script in the stack is executed the execution time will be recorded. Choose Stop Profiling Script... from the Development menu to stop profiling and present a report.

Specific extension bug fixes (9.0.0-dp-11)
- 19357 Start the remote debugger session without user interaction and indicate with a green arrow on the Test button
- 20204 Add Save button to script profiler
- 20532 Ensure remote debugger is activated even if no stacks have breakpoints
- 20584 Ensure that the remote debugger does not load in HTML5 due to lack of socket support
- 20669 Filter out 0.0.0.0 from network interfaces to attempt to connect to

Specific extension bug fixes (9.0.0-dp-10)
- 20487 Use the Script Debug Mode preference to govern the inclusion of the remote debugger when building via the Test button
- 20533 Restrict the remote debugger to only handle debugger APIs when a script is being debugged remotely

Specific extension bug fixes (9.0.0-dp-7)
- 19356 Improve handling of user answering no to remote debugger session
- 19412 Ensure the script editor is returned to edit mode before clearing the remote debugger object cache
- 19730 Ensure Android internet permissions when including the remote debugger

LiveCode builder changes

LiveCode Builder Standard Library
Mathematical Operator Precedence
- The exponentiation operator ^ now has higher precedence than unary minus, meaning for example that -1^2 evaluates to -1 rather than 1, as it does in LiveCode Script.
System error information

- Two new expressions have been added for accessing platform-specific system error status:
  - the system error code evaluates to the current numerical system error code
  - the system error message evaluates to a string describing the current system error
- The new reset system error statement clears the current system error.

Foreign function interface

- Natural integer types NaturalSInt and NaturalUInt have been added to the foreign module. These map to 32-bit or 64-bit integers, depending on the bitness of the processor.
- A natural float type NaturalFloat has been added to the foreign module. This maps to float on 32-bit processors and double on 64-bit processors.
- The Java integer primitive type JChar has been added. This maps to uint16_t.
- The machine types Bool, SIntSize, UIntSize, SIntPtr, UIntPtr, SInt8, UInt8, SInt16, UInt16, SInt32, UInt32, SInt64 and UInt64 have been added. These all map to their corresponding foreign counterparts.
- The C types CBool, CChar, CSChar, CUChar, CSShort, CUShort, CSInt, CUInt, CSLong, CULong, CSLongLong and CULongLong have been added. These all map to their corresponding C counterparts.
- The Java integer primitive types JBoolean, JByte, JShort, JInt, JLong, JFloat and JDouble have been added. These map to int8_t, int16_t, int32_t, int64_t, float and double.

Sequence operations

- New syntax has been added for reversing the contents of sequence types (List, String and Data). The reverse <Value> statement reverses the order of the sequence.

Java Utilities

Syntax for converting between a JObject and Pointer have been added to the Java utility library.

- PointerToJObject - converts a Pointer to a JObject
- PointerFromJObject - converts a JObject to a Pointer

These can be used in APIs where Pointer is the type of a platform-agnostic parameter whose underlying type is assumed to be jobject when used in a platform-specific implementation, for example:

```
-- pView is assumed to be a JObject with underlying type android.view.View
set my native layer to PointerFromJObject(pView)
```

There is now a utility library for manipulating java objects. It contains a type JObject which wraps a Java object, some type conversion operations:
- **StringFromJString** - converts a Java string to an LCB String
- **StringToJString** - converts an LCB String to a Java string
- **DataFromJByteArray** - converts a Java byte array to LCB Data
- **DataToJByteArray** - converts LCB Data to a Java byte array

and a utility for determining the class of a given Java object:

- **GetJavaClassName** - return an LCB String containing the class name of the given JObject

**Assertions**

- Checks for handler preconditions can now be included using the new `expect` statement. For example, the following statement will throw an error if the value `pProbability` is out of the valid range for probabilities:

  ```
  expect that (pProbability >= 0 and pProbability <= 1) \ 
  because "Probabilities must be in the range [0,1]"
  ```

  The `that` keyword and the `because <Reason>` clauses are optional.

**LiveCode Builder Tools**

**lc-compile**

**Errors**

- A new error has been added for identifiers in declaration context that contain `-` - identifiers should always be declared without qualification.

- Parsing of numeric literals, in general, has been tightened up. In particular, the compiler will detect invalid suffixes on numeric literals meaning you cannot accidentally elide a number with an identifier.

  ```
  1.344foo -- ERROR
  0xabcdedfgh -- ERROR
  0b010432 -- ERROR
  ```

**Messages**

- Errors, warnings and informational messages now display the affected line of code and visually indicate the position where the problem was found. For example, the output might look like:

  ```
  foo.lcb:2:26: error: Identifier 'InvalidExpression' not declared
  constant kBadConstant is InvalidExpression
  ^
  ```
lc-run

- lc-run now has the experimental ability to load and run bytecode assemblies containing multiple LCB modules. To construct a multi-module bytecode assembly, simply concatenate several .lcm module files together. The first module found in a bytecode assembly is treated as its main module.

LiveCode Builder Host Library

Widget library

A new expression **my pixel scale** has been implemented. Use the widget's pixel scale to calculate the size of an image to draw. For example, when drawing an image to **my bounds** create an image sized using **my width * my pixel scale, my height * my pixel scale** otherwise the image will be stretched to match the pixel scale. The pixel scale is a per-window/screen property so may change if the user moves a window to a new screen. New syntax has been added to enable property triggers to be fired directly from within a widget: `trigger all`.

At the moment the only property trigger that exists is the ‘property listening’ mechanism available in the IDE. You should use ‘trigger all’ after a widget property has changed internally (for example because something in a native layer has changed) so that the IDE can be notified that the property has changed.

In the future single property variants and other types of trigger may be introduced.

Engine library

- Widgets and library modules can now get the path to their resources folder using **my resources folder**. If there is no resources folder attached to the calling module, then nothing is returned.

- The **execute script** command has been improved and now allows specification of a target object and list of arguments. For example:

```
variable tScriptObject as ScriptObject
resolve script object "this card" into tScriptObject
execute script "return param(1) + param(2)" in tScriptObject with [1, 2]
```

- Library handlers can now access the delimiter properties set in the most recent script context using **the line delimiter**, **the item delimiter**, **the row delimiter** and **the column delimiter**.

LiveCode Builder Language

Objective-C dynamic instance method binding

It is now possible to bind to instance methods dynamically, by leaving empty the name of the class in the binding string. In particular this enables calling protocol-defined instance methods on class instances, which was not previously possible.

For example, to directly call the **NSAlertDelegate** method **alertShowHelp**: on an **NSAlert** instance:
-- bind to delegate protocol method
foreign handler NSAlertDelegateShowHelp(in pTarget as ObjcId, in pAlert as
ObjcId) binds to "objc:.-alertShowHelp:"
...
-- call alertShowHelp on an NSAlert, passing the alert itself as the
-- first parameter.
NSAlertDelegateShowHelp(tAlert, tAlert)

Objective-C delegate support

Handlers CreateObjcDelegate and CreateObjcDelegateWithContext have been added to the
objc module which allow the creation of custom delegate objects with LCB implementations of protocol
methods.

In order to create a delegate to handle a particular protocol method, pass in the protocol name as the
first argument and the mapping from method names to LCB handlers as the second argument. For
example, to create a selectionChanged message for an NSTextView, we need to create a handler

```objective-c
private handler DidChangeSelection(in pNotification as ObjcObject) returns
  nothing
  post "selectionChanged"
end handler
```

and create a NSTextViewDelegate:

```objective-c
variable tDelegate as optional ObjcObject
put CreateObjcDelegate( \\
  "NSTextViewDelegate", \\
  {"textViewDidChangeSelection:" : DidChangeSelection}, \\
) into tDelegate
if tDelegate is not nothing then
  put tDelegate into mTextViewDelegate
end if
```

Optionally, a context parameter can be passed in at delegate creation time:

```objective-c
put CreateObjcDelegateWithContext( \\
  "NSTextViewDelegate", \\
  {"textViewDidChangeSelection:" : DidChangeSelectionContext}, \\
  tContext) into tDelegate
if tDelegate is not nothing then
  put tDelegate into mTextViewDelegate
end if
```

In this case the context variable will be passed as first argument of the corresponding LCB callback:
Some protocols consist of purely optional methods. In this case the information about the protocol's methods are not available from the objective-c runtime API. For this eventuality there are also handlers `CreateObjcInformalDelegate` and `CreateObjcInformalDelegateWithContext`.

These handlers take a list of foreign handlers as their first argument instead of a protocol name. The foreign handlers' information is used to resolve incoming selectors so that the desired LCB callback is called. For example the `NSSoundDelegate` protocol has only one method, and it is optional,

```- (void)sound:(NSSound *)sound didFinishPlaying:(BOOL)aBool;```

So in order to create an `NSSoundDelegate`, we need to create a list of foreign handlers, in this case just the following:

```foreign handler NSSoundDidFinishPlaying(in pSound as ObjcId, in pDidFinish as CSChar) binds to "objc:.-sound:didFinishPlaying:"```  

and create the informal delegate

```handler DidSoundFinish(in pSound as ObjcId, in pDidFinish as Boolean) returns nothing
   if pDidFinish then
      post "soundFinished"
   end if
end handler

foreign handler Objc_SetSoundDelegate(in pSound as ObjcId, in pDelegate as ObjcId) returns nothing \
   binds to "objc:NSSound.-setDelegate:" \
   ...
```

```variable tDelegate as optional ObjcObject
put CreateObjcInformalDelegate( \n   [NSSoundDidFinishPlaying], \n   {"textViewDidChangeSelection:" : DidChangeSelection}) \n   into tDelegate
end if
if tDelegate is not nothing then
   put tDelegate into mSoundDelegate
   Objc_SetSoundDelegate(tSound, tDelegate)
end if```  

*Note: Delegate properties are usually ‘assigned’ rather than ‘retained’, so it is necessary*
to store them in module variables until they are no longer needed. Generally the pattern required is as follows:

```livecode
handler OnOpen()
    -- Create native view and set native layer
    -- Set native view delegate property
    -- Store view and delegate in module vars
end handler

handler OnClose()
    -- Set native view delegate property to nothing
    -- Put nothing into view and delegate module vars
    -- Set native layer to nothing
end handler
```

**The caller syntax**

The `caller` syntax has been added to the engine module. It returns the script object which called a the handler at the beginning of the current chain of LiveCode Builder handler execution.

**Library post and send syntax**

Syntax for post and send with no target has been moved from the widget module to the engine module, so that it can be used by library modules. In this case the message is dispatched to the current card of the default stack, as a 'global notification' would be

**Foreign Function Interface**

- Obj-C exceptions thrown from calls to obj-c foreign handlers will now be caught and rethrown as an LCB error.
- It is now possible to specify the thread to be used in Obj-C foreign handlers. This is done by appending `<thread>` to the end of the binding string. Currently the only supported value is `ui`, for running the handler on the iOS main thread, as opposed to the engine thread.
- It is now possible to specify the thread to be used in Java-bound foreign handlers. This is done by appending `<thread>` to the end of the binding string. Currently the only supported value is `ui`, for running Java on the android UI thread. This has no effect on desktop platforms.

**Android Listener support**

The interface callback return value should now match that of the invoked handler, i.e. if it returns void, the LCB handler should return nothing, otherwise it should return JObject.

An binding string variant has been added which allows the user to create an interface proxy - that is an instance of a generic Proxy class for a given interface.

This effectively allows LCB handlers to be registered as the targets for java interface callbacks, such as event listeners.

The syntax is as follows:
The foreign handler binding to such a function takes a value that should either be a `Handler` or an `Array` - if it is a `Handler`, the specified listener should only have one available callback. If the listener has multiple callbacks, an array can be used to assign handlers to each. Each key in the array must match the name of a callback in the listener. Overloaded methods in the interface are not currently supported.

For example:

```livecode
handler type ClickCallback(in pView as JObject)

foreign handler _JNI_OnClickListener(in pHandler as ClickCallback) returns JObject binds to "java:android.view.View$OnClickListener>interface()"

foreign handler _JNI_SetOnClickListener(in pButton as JObject, in pListener as JObject) returns nothing binds to "java:android.view.View.setOnClickListener(Landroid/view/View$OnClickListener;)V"

public handler ButtonClicked(in pView as JObject)
    -- do something on button click
end handler

public handler SetOnClickListenerCallback(in pButton as JObject)
    unsafe
        variable tListener as JObject
        put _JNI_OnClickListener(ButtonClicked) into tListener
        _JNI_SetOnClickListener(pButton, tListener)
    end unsafe
end handler
```

or
handler type MouseEventCallback(in pMouseEvent as JObject)

foreign handler _JNI_MouseListener(in pCallbacks as Array) returns JObject binds to "java:java.awt.event.MouseListener>interface()"

foreign handler _JNI_SetMouseListener(in pJButton as JObject, in pListener as JObject) returns nothing binds to "java:java.awt.Component>addMouseListener(Ljava/awt/event/MouseListener;)V"

public handler MouseEntered(in pEvent as JObject)
    -- do something on mouse enter
end handler

public handler MouseExited(in pEvent as JObject)
    -- do something on mouse enter
end handler

public handler SetMouseListenerCallbacks(in pJButton as JObject)
    variable tArray as Array
    put MouseEntered into tArray["mouseEntered"]
    put MouseExited into tArray["mouseExited"]
    unsafe
        variable tListener as JObject
        put _JNI_MouseListener(tArray) into tListener
        _JNI_SetMouseListener(pJButton, tListener)
    end unsafe
end handler

Foreign aggregate support (experimental)

- It is now possible to bind to C functions and Obj-C methods which take simple structs by-value, or return a struct by-value. For full details see the 'Foreign Aggregate Types' section of the language reference.

Variadic foreign C functions

- It is now possible to bind to variadic C functions: foreign handler printf(in pFormat as Pointer, ...) returns CInt binds to "". In this case, the '...' must be the last parameter, and there must be at least one fixed parameter.

Foreign bindings to Java

It is now possible to bind to Java class methods and fields in LCB via the Java Native Interface (JNI). Foreign handlers bind to Java class using the existing foreign handler syntax, but with an appropriate binding string.

The Java binding string has the following form:

"java:[className>][functionType.]function[!calling]"
Where className is the qualified name of the Java class to bind to, functionType is either empty, or 'get' or 'set', which are currently used for getting and setting member fields of a Java class, and function specifies the name of the method or field to bind to. The function 'new' may be used to call a class constructor. function also includes the specification of function signature, according to the standard rules for forming these when calling the JNI.

 calling specifies the calling convention which can be one of:

- instance
- static
- nonvirtual

Instance and nonvirtual calling conventions require instances of the given Java class, so the foreign handler declaration will always require a Java object parameter.

Examples

- Binding to a class constructor with no parameters:
  
  foreign handler CreateJavaObject() returns JObject binds to "java:java.lang.Object>new()"

- Binding to a class constructor with parameters:
  
  foreign handler CreateJavaString(in pBytes as JByteArray) returns JString binds to "java:java.lang.String>new([B)"

- Binding to a class instance method
  
  foreign handler JavaStringIsEmpty(in pString as JString) returns CBool binds to "java:java.lang.String>isEmpty()Z"

- Binding to a class static method
  
  foreign handler CallJavaAdd(in pLeft as CInt, in pRight as CInt) returns CInt binds to "java:java.lang.Math>addExact(JJ)J!static"

- Binding to a class field
  
  foreign handler JavaCalendarSetTime(in pObj as JObject) returns nothing binds to "java:java.util.Calendar>set.time(J)"

- Binding to a class constant
  
  foreign handler GetJavaPi() returns CDouble binds to "java:java.lang.Math>get.PI()D!static"

Note: This feature is still highly experimental. All aspects of the syntax are subject to change. Incorrect binding strings may cause your application to crash, so please ensure you back up your stacks before experimenting.

Important: This feature is currently supported on Android, Mac and Linux. Binding to java classes requires the availability of a Java runtime and access to the appropriate libraries. On Mac, the JAVA_HOME environment variable must be set to the path to your Java installation (usually at /Library/Java/JavaVirtualMachines/jdk1.7.0_55.jdk/Contents/Home). On Linux, your LD_LIBRARY_PATH must be set to the folder containing the libjvm.so library (usually at ${JAVA_HOME}/jre/lib/amd64/server) on 64-bit Linux.
Identifiers

- Unqualified identifiers are now expected to match `[A-Z0-9_]`. The `.` symbol is interpreted as a namespace operator.

Namespaces

- Identifiers in LCB can now be qualified, to disambiguate between symbols defined in different namespaces.

Literals

- Base 2 (binary) integer literals can now be specified by using a "0b" prefix, e.g.

  0b0000
  0b1010

- Base 16 (hexadecimal) integer literals can now be specified by using a "0x" prefix. e.g.

  0xdeadbeef
  0x0123fedc

LiveCode Builder Documentation

Style guide

- Updated naming guide for handlers and types
- Added indentation and wrapping guidelines
- New section with widget-specific recommendations

Specific builder bug fixes (9.0.0-rc-1)

19760 Clarify forms of log syntax in documentation
20430 Exponentiation should have higher precedence than unary minus
20801 Fix issues with list -> NSArray and array -> NSDictionary conversion
20874 Take access type into account when importing assembly support module definitions
20886 Fix crash when class is omitted in obj-c binding string
20887 Allow ObjcAutoreleasedId params in Obj-C delegate callback handlers

Specific builder bug fixes (9.0.0-dp-11)

20705 Add 'the architecture' syntax
20733 Allow binding to dynamic obj-c property messages
Specific builder bug fixes (9.0.0-dp-10)

20527  Parse complex java binding strings correctly
20527  Parse complex java binding strings correctly

Specific builder bug fixes (9.0.0-dp-9)

19973  Allow bind to interface callbacks with non-void return
20089  Ensure obj-c action proxy objects are deallocated correctly
20325  Add support for foreign aggregates
20325  Add support for foreign aggregates

Specific builder bug fixes (9.0.0-dp-8)

18899  Fix load image from resource file
19911  Ensure interface callbacks are executed on engine thread
19911  Ensure interface callbacks are executed on engine thread
19927  Allow ignorable whitespace after continuation chars
19991  Add support for variadic foreign C functions.
19991  Add support for variadic foreign C functions.
20078  Allow modules to access their resources folder

Specific builder bug fixes (9.0.0-dp-7)

14861  Add "reverse _" syntax for sequence types
19486  Failure to bind foreign handlers should provide meaningful error
19523  Make sure all created registers are destroyed
19779  fix bytecode generation for 'set my native layer' syntax

Specific builder bug fixes (9.0.0-dp-6)

19066  Improve LCB 'execute script' command.

Specific builder bug fixes (9.0.0-dp-5)

19046  Ensure error is reported for undeclared identifiers
19059  Add access to script delimiters

Specific builder bug fixes (9.0.0-dp-4)

18107  Do not permit namespace operator in unqualified identifiers.
18929  Update LiveCode Builder ABI version for LiveCode 9
Specific builder bug fixes (9.0.0-dp-1)

18086  Improve and expand LCB style guide
18385  lc-run: Load multi-module bytecode assemblies.
18463  Show correct error position when source line includes tabs

Dictionary additions

- **difference** *(command)* has been added to the dictionary.
- **messageDigest** *(function)* has been added to the dictionary.
- **mobileDisableNFCDispatch** *(command)* has been added to the dictionary.
- **mobileEnableNFCDispatch** *(command)* has been added to the dictionary.
- **mobileIsNFCAvailable** *(function)* has been added to the dictionary.
- **mobileIsNFCEnabled** *(function)* has been added to the dictionary.
- **msgChanged** *(message)* has been added to the dictionary.
- **nfcTagReceived** *(message)* has been added to the dictionary.
- **recordFormats** *(function)* has been added to the dictionary.
- **symmetric difference** *(command)* has been added to the dictionary.

Previous release notes

- LiveCode 8.1.9 Release Notes
- LiveCode 8.1.8 Release Notes
- LiveCode 8.1.7 Release Notes
- LiveCode 8.1.6 Release Notes
- LiveCode 8.1.5 Release Notes
- LiveCode 8.1.4 Release Notes
- LiveCode 8.1.3 Release Notes
- LiveCode 8.1.2 Release Notes
- LiveCode 8.1.1 Release Notes
- LiveCode 8.1.0 Release Notes
- LiveCode 8.0.2 Release Notes
- LiveCode 8.0.1 Release Notes
- LiveCode 8.0.0 Release Notes
- LiveCode 7.1.4 Release Notes
- LiveCode 7.1.3 Release Notes
- LiveCode 7.1.2 Release Notes
- LiveCode 7.1.1 Release Notes
- LiveCode 7.1.0 Release Notes
- LiveCode 7.0.6 Release Notes
- LiveCode 7.0.4 Release Notes
- LiveCode 7.0.3 Release Notes
- LiveCode 7.0.1 Release Notes
- LiveCode 7.0.0 Release Notes
- LiveCode 6.7.9 Release Notes
- LiveCode 6.7.8 Release Notes