

LiveCode 6.7.0-dp-8 Release Notes

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Overview

This document describes all the changes that have been made for LiveCode 6.7.0-dp-8, including bug fixes and new syntax.

Known issues

- The installer will currently fail if you run it from a network share on Windows. Please copy the installer to a local disk before launching on this platform.

Platform support

The engine supports a variety of operating systems and versions. This section describes the platforms that we ensure the engine runs on without issue (although in some cases with reduced functionality).

Windows

The engine supports the following Windows OSes:

- Windows XP SP2 and above
- Windows Server 2003
- Windows Vista SP1 and above (both 32-bit and 64-bit)
- Windows 7 (both 32-bit and 64-bit)
- Windows Server 2008
- Windows 8.x (Desktop)

Note: On 64-bit platforms the engine still runs as a 32-bit application through the WoW layer.

Linux

The linux engine requires the following:

- 32-bit installation, or a 64-bit linux distribution that has a 32-bit compatibility layer
- 2.4.x or later kernel
- X11R5 capable Xserver running locally on a 24-bit display
- glibc 2.3.2 or later
- gtk/gdk/glib (optional – required for native theme support)
- pango/xfnt (optional – required for pdf printing, anti-aliased text and unicode font support)
- lcms (optional – required for color profile support in JPEGs and PNGs)
- gksu (optional – required for elevate process support)

Note: The optional requirements (except for gksu and lcms) are also required by Firefox and Chrome, so if your linux distribution runs one of those, it will run the engine.

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

Note: LiveCode and standalones it builds may work on remote Xservers and in other bit-depths, however this mode of operation is not currently supported.

Mac

The Mac engine supports:

- 10.6.x (Snow Leopard) on Intel
- 10.7.x (Lion) on Intel
- 10.8.x (Mountain Lion) on Intel
- 10.9.x (Mavericks) on Intel

Note: *The engine runs as a 32-bit application regardless of the capabilities of the underlying processor.*

Setup

Installation

Each distinct version has its own complete folder – multiple versions will no longer install side-by-side: on Windows (and Linux), each distinct version will gain its own start menu (application menu) entry; on Mac, each distinct version will have its own app bundle.

The default location for the install on the different platforms when installing for 'all users' are:

- Windows: <x86 program files folder>/RunRev/ LiveCode 6.7.0-dp-8
- Linux: /opt/runrev/livecode-6.7.0-dp-8
- Mac: /Applications/ LiveCode 6.7.0-dp-8.app

The default location for the install on the different platforms when installing for 'this user' are:

- Windows: <user roaming app data folder>/RunRev/Components/LiveCode 6.7.0-dp-8
- Linux: ~/.runrev/components/livecode-6.7.0-dp-8
- Mac: ~/Applications/ LiveCode 6.7.0-dp-8.app

Note: *If your linux distribution does not have the necessary support for authentication (gksu) then the installer will run without admin privileges so you will have to manually run it from an admin account to install into a privileged location.*

Uninstallation

On Windows, the installer hooks into the standard Windows uninstall mechanism. This is accessible from the appropriate pane in the control panel.

On Mac, simply drag the app bundle to the Trash.

On Linux, the situation is currently less than ideal:

- open a terminal
- `cd` to the folder containing your rev install. e.g.

```
cd /opt/runrev/livecode-6.7.0-dp-8
```

- execute the `.setup.x86` file. i.e.

```
./ .setup.x86
```

- follow the on-screen instructions.

Reporting installer issues

If you find that the installer fails to work for you then please file a bug report in the RQCC or email support@runrev.com so we can look into the problem.

In the case of failed install it is vitally important that you include the following information:

- Your platform and operating system version
- The location of your home/user folder
- The type of user account you are using (guest, restricted, admin etc.)
- The installer log file located as follows:
 - **Windows 2000/XP:** <documents and settings folder>/<user>/Local Settings/

- **Windows Vista/7:** <users folder>/<user>/AppData/Local/RunRev/Logs
- **Linux:** <home>/runrev/logs
- **Mac:** <home>/Library/Application Support/Logs/RunRev

Activation

The licensing system ties your product licenses to a customer account system, meaning that you no longer have to worry about finding a license key after installing a new copy of LiveCode. Instead, you simply have to enter your email address and password that has been registered with our customer account system and your license key will be retrieved automatically.

Alternatively it is possible to activate the product via the use of a specially encrypted license file. These will be available for download from the customer center after logging into your account. This method will allow the product to be installed on machines that do not have access to the internet.

Multi-user and network install support (4.5.3)

In order to better support institutions needing to both deploy the IDE to many machines and to license them for all users on a given machine, a number of facilities have been added which are accessible by using the command-line.

Note: *These features are intended for use by IT administrators for the purposes of deploying LiveCode in multi-user situations. They are not supported for general use.*

Command-line installation

It is possible to invoke the installer from the command-line on both Mac and Windows. When invoked in this fashion, no GUI will be displayed, configuration being supplied by arguments passed to the installer.

On both platforms, the command is of the following form:

```
<exe> install noui options
```

Here *options* is optional and consists of one or more of the following:

-allusers	Install the IDE for all users. If not specified, the install will be done for the current user only.
-desktopshortcut	Place a shortcut on the Desktop (Windows-only)
-startmenu	Place shortcuts in the Start Menu (Windows-only)
-location <i>location</i>	The location to install into. If not specified, the location defaults to those described in the <i>Layout</i> section above.
-log <i>logfile</i>	A file to place a log of all actions in. If not specified, no log is generated.

Note that the command-line variant of the installer does not do any authentication. Thus, if you wish to install to an admin-only location you will need to be running as administrator before executing the command. As the installer is actually a GUI application, it needs to be run slightly differently from other command-line programs.

In what follows <installerexe> should be replaced with the path of the installer executable or app (inside the DMG) that has been downloaded.

On Windows, you need to do:

```
start /wait <installerexe> install noui options
```

On Mac, you need to do:

```
"<installerexe>/Contents/MacOS/installer" install noui options
```

On both platforms, the result of the installation will be written to the console.

Command-line activation

In a similar vein to installation, it is possible to activate an installation of LiveCode for all-users of that machine by using the command-line. When invoked in this fashion, no GUI will be displayed, activation being controlled by any arguments passed.

On both platforms, the command is of the form:

```
<exe> activate -file license -passphrase phrase
```

This command will load the manual activation file from *license*, decrypt it using the given *passphrase* and then install a license file for all users of the computer. Manual activation files can be downloaded from the 'My Products' section of the RunRev customer accounts area.

This action can be undone using the following command:

```
<exe> deactivate
```

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

In what follows <livecodeexe> should be replaced with the path to the installed LiveCode executable or app that has been previously installed.

On Windows, you need to do:

```
start /wait <livecodeexe> activate -file license -passphrase phrase
start /wait <livecodeexe> deactivate
```

On Mac, you need to do:

```
"<livecodeexe>/Contents/MacOS/LiveCode" activate -file license -passphrase phrase
"<livecodeexe>/Contents/MacOS/LiveCode" deactivate
```

On both platforms, the result of the activation will be written to the console.

Proposed changes

The following changes are likely to occur in the next or subsequent non-maintenance release:

- The engine (both IDE and standalone) **will require** gtk, gdk, glib, pango and xft on Linux

Engine changes

Threaded Rendering (6.7.0-dp-8)

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

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

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

Specific bug fixes (6.7.0-dp-8)

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

- 13117 multi-line button label shows incorrectly - backslash n not working**
- 13116 Crash while drawing Mac themed controls**
- 13114 Cmd+Ctrl+ doesn't generate keyDown messages and causes a system beep.**
- 13113 The extents don't work if there are negative indicies.**
- 13112 Crash while resampling images**
- 13105 ~~[[Player]] CurrentTimeChanged message not sent by 'step forward' or 'step backward' buttons~~**
- 13104 ~~[[Player]] updating of playRate by controller buttons inconsistent~~**
- 13102 Crash while resizing field**
- 13101 Crash when resizing fields**
- 13098 Composition sequences can result in incorrect output if they are invalid (for example alt-e g would give gg).**
- 13096 Answer files with relative path**
- 13073 Initial appleEvents not handled correctly.**
- 13072 Focusing on nothing inside focusIn / enterField will cause a crash.**
- 13065 ~~[[Player]] making selection with shift + click player thumb inconsistent results~~**
- 13059 menupick message not sent from popup stacks**
- 13058 Wrong mouseLeave messages if the stack is pixelScaled or scaled in any fullscreen mode.**
- 13046 Player doesn't wait to make sure currentTime has updated to where it has been set to.**
- 13038 uuid: not enough randomness available**
- 13026 put the engine folder behaves inconsistently**
- 13021 high dpi images don't fill image rect if scaled images don't have the correct size**
- 12852 Setting the label of a button after the unicodeLabel can cause an infinite loop in some cases.**
- 9941 Accented characters in string passed to revSpeak cause nothing to be spoken.**

Dictionary additions

- **revBrowserOpenCef** (*function*) has been added to the dictionary.

Dictionary changes

- The entry for **revBrowserSet** (*command*) has been updated.
- The entry for **specialFolderPath** (*function*) has been updated.
- The entry for **engine folder** (*property*) has been updated.

Previous Release Notes

6.6.2 Release Notes	http://downloads.livecode.com/livecode/6_6_2/LiveCodeNotes-6_6_2.pdf
6.6.1 Release Notes	http://downloads.livecode.com/livecode/6_6_1/LiveCodeNotes-6_6_1.pdf
6.6.0 Release Notes	http://downloads.livecode.com/livecode/6_6_0/LiveCodeNotes-6_6_0.pdf
6.5.2 Release Notes	http://downloads.livecode.com/livecode/6_5_2/LiveCodeNotes-6_5_2.pdf
6.5.1 Release Notes	http://downloads.livecode.com/livecode/6_5_1/LiveCodeNotes-6_5_1.pdf
6.5.0 Release Notes	http://downloads.livecode.com/livecode/6_5_0/LiveCodeNotes-6_5_0.pdf
6.1.3 Release Notes	http://downloads.livecode.com/livecode/6_1_3/LiveCodeNotes-6_1_3.pdf
6.1.2 Release Notes	http://downloads.livecode.com/livecode/6_1_2/LiveCodeNotes-6_1_2.pdf
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