LiveCode 6.7.0-dp-9 Release Notes

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Overview

This document describes all the changes that have been made for LiveCode 6.7.0-dp-9, including bug fixes and new syntax.

Known issues

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

Platform support

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

Windows

The engine supports the following Windows OSes:

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

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

Linux

The linux engine requires the following:

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

Note: *The optional requirements (except for gksu and lcms) are also required by Firefox and Chrome, so if your linux distribution runs one of those, it will run the engine.*
Note: *If the optional requirements are not present then the engine will still run but the specified features will be disabled.*
Note: *LiveCode and standalones it builds may work on remote Xservers and in other bit-depths, however this mode of operation is not currently supported.*

Mac

The Mac engine supports:

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

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

Setup

Installation

Each distinct version has its own complete folder – multiple versions will no longer install side-by-side: on Windows (and Linux), each distinct version will gain its own start menu (application menu) entry; on Mac, each distinct version will have its own app bundle.
The default location for the install on the different platforms when installing for 'all users' are:

- Windows: <x86 program files folder>/RunRev/ LiveCode 6.7.0-dp-9
- Linux: /opt/runrev/livecode-6.7.0-dp-9
- Mac: /Applications/ LiveCode 6.7.0-dp-9.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-9
- Linux: ~/.runrev/components/livecode-6.7.0-dp-9
- Mac: ~/Applications/ LiveCode 6.7.0-dp-9.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-9
```

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

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

- follow the on-screen instructions.

Reporting installer issues

If you find that the installer fails to work for you then please file a bug report in the RQCC or email support@runrev.com so we can look into the problem.
In the case of failed install it is vitally important that you include the following information:

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

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

Activation

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

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

Multi-user and network install support (4.5.3)

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

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

Command-line installation

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

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

    <exe> install noui *options*

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

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

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

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

On Windows, you need to do:

    start /wait <installerexe> install noui *options*

On Mac, you need to do:

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

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

Command-line activation

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

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

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

<exe> deactivate

Again, as the LiveCode executable is actually a GUI application it needs to be run slightly differently from other command-line programs.
In what follows <livecodeexe> should be replaced with the path to the installed LiveCode executable or app that has been previously installed.
On Windows, you need to do:

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

On Mac, you need to do:

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

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

Proposed changes

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

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

Engine changes

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

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

Sound recording returns error message (6.7.0-dp-9)

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

Specific bug fixes (6.7.0-dp-9)

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

13172	**Auto detecting WPAD on OS X added**
13171	**WPAD URLs attempted to be used as proxies on OS X**
13170	**Auto config pac processing broken on OS X**
13167	**Crash when stack loses focus.**
13166	**Tab key doesn't insert tabs into fields that should accept them.**
13163	**showAll and LetterBox fullscreenmodes break on iOS**
13161	**Setting the playloudness of the templateAudioClip adjusts the system volume**
13160	**playloudness does not update when the user presses the mute button on keyboard**
13156	**[[player]] Step back button and Callback Problems**
13155	**Crash setting iconGravity - only one line needed**
13154	**Crash when attempting to decode malformed arrayEncoded value.**
13149	**Crash when resizing fields containing tabbed text**
13140	**Quitting from the dock when app is in background waits until app is foreground to actually terminate.**
13132	**put the engine folder crashes in OSX 10.6**
13127	**centerRect property has no effect when image resizeQuality is "best"**
13120	**[[Player]] cmd key + click on step forward and step backward button for rewind**
13117	**multi-line button label shows incorrectly - backslash n not working**
13109	**crash dragging player to an empty stack**
13099	**[Player] Playback is locked when alwaysBuffer is true and video is playing**
13091	**[[player]] callback feature doesn't work when user moves scrubber**
13064	**[[Player]] playSelection not working correctly**
13063	**[[Player]] selection by shift + click Play button delayed start and stop.**
13016	**Erratic behavior whilst moving a window along with excessive WindowServer CPU usage.**
12966	**revVideoGrabber - revVideoGrabDialog "audio" does not bring up dialog**
12885	**Sound recording returns error message**

12867	Gradient colours display incorrectly on android
12798	libURL doesn't report actual redirect error
12372	Toggle usePixelScale property
2902	No error indicated if malformed URL used in url expression

Dictionary additions

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

Previous Release Notes

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

6.6.1 Release Notes   http://downloads.livecode.com/livecode/6_6_1/LiveCodeNotes-6_6_1.pdf

6.6.0 Release Notes   http://downloads.livecode.com/livecode/6_6_0/LiveCodeNotes-6_6_0.pdf

6.5.2 Release Notes   http://downloads.livecode.com/livecode/6_5_2/LiveCodeNotes-6_5_2.pdf

6.5.1 Release Notes   http://downloads.livecode.com/livecode/6_5_1/LiveCodeNotes-6_5_1.pdf

6.5.0 Release Notes   http://downloads.livecode.com/livecode/6_5_0/LiveCodeNotes-6_5_0.pdf

6.1.3 Release Notes   http://downloads.livecode.com/livecode/6_1_3/LiveCodeNotes-6_1_3.pdf

6.1.2 Release Notes   http://downloads.livecode.com/livecode/6_1_2/LiveCodeNotes-6_1_2.pdf

6.1.1 Release Notes   http://downloads.livecode.com/livecode/6_1_1/LiveCodeNotes-6_1_1.pdf

6.1.0 Release Notes   http://downloads.livecode.com/livecode/6_1_0/LiveCodeNotes-6_1_0.pdf

6.0.2 Release Notes   http://downloads.livecode.com/livecode/6_0_2/LiveCodeNotes-6_0_2.pdf

6.0.1 Release Notes   http://downloads.livecode.com/livecode/6_0_1/LiveCodeNotes-6_0_1.pdf

6.0.0 Release Notes   http://downloads.livecode.com/livecode/6_0_0/LiveCodeNotes-6_0_0.pdf