

LiveCode 9.0.0 Release Notes

- Overview
- Known issues
- Breaking changes
 - Standalone Building
 - LiveCode Builder
- Platform support
 - Windows
 - Linux
 - Mac
 - iOS
 - Android
 - HTML5
- Setup
 - Installation
 - Uninstallation
 - Reporting installer issues
 - Activating LiveCode Indy or Business edition
 - Command-line installation
 - Command-line uninstallation
 - Command-line activation for LiveCode Indy or Business edition
- LiveCode Community engine changes
 - HTML5 Native Layer
 - Make the encoding property of field char chunks more useful
 - clipboard always converts plain text to styled text
 - Return Typeface object from MCCanvasFontGetHandle on Android
 - Script only stacks with behavior
 - Creating multiple 'windows' in HTML5
 - Add optional 'kind' parameter to files/folders
 - Android AAR support
 - Android manifest merging
 - Code Library Support
 - HTML5 deployment support
 - Include .jar files from extensions code folders
 - Java CLASSPATH support
 - HTML5 Networking Support (Updated 9.0.0-dp-9)
 - Add support for accepting socket connections on a port in the ephemeral port range
 - HTML5 Callbacks - enable calling handlers in LiveCode emscripten standalones from JavaScript
 - New array commands `difference` and `symmetric difference`
 - New `messageDigest()` function with SHA-2 and SHA-3 support
 - Update Skia (graphics library)
 - `Cmd-.` does not affect modal dialogs
 - Additional forms of `create` command
 - `recordFormats` function
 - LiveCode Builder Tools

- Message box refactor
 - revvideograbber end-of-life on Mac OS X
 - New NFC tag feature on Android
 - LCB modules can declare Android app permissions and features
 - RevFont has been removed
 - Specifying local host and port when opening a socket
 - Maximum text length on iOS native input fields
 - Support for loading multi-module bytecode files (experimental)
 - Throw error when changing behavior from behavior script
 - Re-written LCB VM
 - Calling JavaScript from HTML5
 - Undocumented multi-file `libUrlMultipartFormAddPart` removed
 - Field tab alignments in `htmlText` and `styledText`
 - Platform support end-of-life
 - Specific engine bug fixes (9.0.0)
 - Specific engine bug fixes (9.0.0-rc-1)
 - Specific engine bug fixes (9.0.0-dp-11)
 - Specific engine bug fixes (9.0.0-dp-10)
 - Specific engine bug fixes (9.0.0-dp-9)
 - Specific engine bug fixes (9.0.0-dp-8)
 - Specific engine bug fixes (9.0.0-dp-7)
 - Specific engine bug fixes (9.0.0-dp-6)
 - Specific engine bug fixes (9.0.0-dp-5)
 - Specific engine bug fixes (9.0.0-dp-4)
 - Specific engine bug fixes (9.0.0-dp-2)
 - Specific engine bug fixes (9.0.0-dp-1)
- LiveCode Community IDE changes
 - Fix multi-module assembly support
 - Add extension search folders preference
 - DataGrid 2: Edit Mode and Swipe Actions
 - Create mobile scroller when reopening a Data Grid
 - Custom property inspector editors
 - Script Extensions
 - The IDE is now 64-bit by default on Mac
 - Added "Exit on suspend" checkbox in iOS S/B
 - Added Build Number to iOS Standalone Builder
 - SVG icon support in the Extension Builder
 - Show up to 10 nested behavior in the Project Browser
 - `<Shift+Tab>` reformats entire script
 - Specific IDE bug fixes (9.0.0)
 - Specific IDE bug fixes (9.0.0-rc-1)
 - Specific IDE bug fixes (9.0.0-dp-11)
 - Specific IDE bug fixes (9.0.0-dp-10)
 - Specific IDE bug fixes (9.0.0-dp-9)
 - Specific IDE bug fixes (9.0.0-dp-8)
 - Specific IDE bug fixes (9.0.0-dp-7)
 - Specific IDE bug fixes (9.0.0-dp-6)
 - Specific IDE bug fixes (9.0.0-dp-5)
 - Specific IDE bug fixes (9.0.0-dp-4)
 - Specific IDE bug fixes (9.0.0-dp-3)
 - Specific IDE bug fixes (9.0.0-dp-2)

- Specific IDE bug fixes (9.0.0-dp-1)
- LiveCode Community extension changes
 - iOS Native Button widget
 - Mac Native Button widget
 - Mac Native Single-line Field widget
 - Line Graph widget
 - Android Native Field widget
 - HTML5 Native Button widget
 - Tree View widget
 - Segmented Control widget
 - Android Native Button widget
 - Time zone Library
 - Toast Notification Library
 - Icon SVG Library
 - Android Audio Recorder library
 - JSON Library
 - Widget Utilities module
 - Android Utilities module
 - MIME Library
 - OAuth2 dialog library
 - Extension Package Utilities library
 - Command-line option parsing support
 - QR Code Generator Library
 - diff library
 - Dropbox API v2 Library
 - Message Authentication Support
 - HTTP Server Library
 - Specific extension bug fixes (9.0.0)
 - Specific extension bug fixes (9.0.0-rc-1)
 - Specific extension bug fixes (9.0.0-dp-11)
 - Specific extension bug fixes (9.0.0-dp-10)
 - Specific extension bug fixes (9.0.0-dp-9)
 - Specific extension bug fixes (9.0.0-dp-7)
 - Specific extension bug fixes (9.0.0-dp-6)
 - Specific extension bug fixes (9.0.0-dp-3)
 - Specific extension bug fixes (9.0.0-dp-2)
- LiveCode Community Plus engine changes
 - Specific engine bug fixes (9.0.0-dp-11)
- LiveCode Community Plus IDE changes
 - Autocomplete Shortcuts
 - Specific IDE bug fixes (9.0.0-dp-11)
- LiveCode Indy engine changes
 - Quality Presets
 - Exposure mode
 - Focus mode
 - White Balance mode
 - Allow cameraControl to record without video, or without audio.

- LiveCode Indy IDE changes
 - Specific IDE bug fixes (9.0.0-dp-11)
- LiveCode Indy extension changes
 - Map widget
 - Signature widget
 - Secure Key Storage library
 - Amazon Web Services (AWS) Library
 - Specific extension bug fixes (9.0.0-rc-1)
 - Specific extension bug fixes (9.0.0-dp-9)
- LiveCode Business extension changes
 - Script Profiler
 - Specific extension bug fixes (9.0.0-dp-11)
 - Specific extension bug fixes (9.0.0-dp-10)
 - Specific extension bug fixes (9.0.0-dp-7)
- LiveCode builder changes
 - LiveCode Builder Standard Library
 - LiveCode Builder Tools
 - LiveCode Builder Host Library
 - LiveCode Builder Language
 - LiveCode Builder Documentation
 - Specific builder bug fixes (9.0.0-rc-1)
 - Specific builder bug fixes (9.0.0-dp-11)
 - Specific builder bug fixes (9.0.0-dp-10)
 - Specific builder bug fixes (9.0.0-dp-9)
 - Specific builder bug fixes (9.0.0-dp-8)
 - 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)
 - Specific builder bug fixes (9.0.0-dp-4)
 - Specific builder bug fixes (9.0.0-dp-1)
- Dictionary additions
- Previous release notes

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:

```
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:

```
-1^2 = -1
```

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:

Platform	Path
Windows	<code><x86 program files folder>/RunRev/LiveCode <version></code>
Linux	<code>/opt/livecode/livecode-<version></code>

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:

```
<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:

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

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:

```
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:

```
<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 `__libinfo_ptr_<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 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 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

```
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:

```
<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 superseded 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

```
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 necessary 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.

```
<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.

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

Platform support end-of-life

As [announced on the LiveCode 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)

- 13180** Allow GPS access from Android Browser
- 20677** Fix crash calling mobilePickPhoto with no source parameter
- 20961** Clear the menu object when moving from one menu to another
- 21063** Fixed connecting to PostgreSQL databases in standalones
- 21066** Fix unloading of tsNet via dispatch command
- 21074** revDocsFormatLibraryArrayAsJSON omits dictionary data
- 21078** Apply LCB android permissions to app they are included in
- 21109** Ensure when setting the fullClipboardData["text"] to only clear the clipboard if it contains styled text and do not clear private data
- 21124** Ensure folders are copied in HTML5 standalone

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 "fdwbfd"'
- 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`
- 20811 Make the encoding property of field char chunks more useful
- 20814 Fix printing to pdf
- 20823 Ensure the iOS standalone builder looks at the correct place for the font mapping file
- 20839 Fix font rendering in HTML5
- 20856 Use sub-pixel positioning when rendering text on iOS/Mac.
- 20875 Return Typeface object from MCCanvasFontGetHandle on Android
- 20876 Fix 'could not build R.java' error when deploying to android on Windows
- 20884 Fixed AppStore submission error when minimum deployment target is iOS 11.0 or more
- 20888 Tree view widget now supports "," in the keys
- 20893 Ensure dropboxUpload works with default values for pAutorename and pMute params
- 20898 Fix crash when converting from utf16 with revDataFromQuery
- 20907 Ensure params passed to iphoneSetDoNotBackupFile are taken into account
- 20928 Make multipleHilites the main entry for multipleLines property
- 20946 Remove 32 bit slice from Mac externals if the standalone supports 64 bit only
- 20952 Fix shell on Windows Server
- 20953 Ensure specialFolderPath("engine") returns folder containing engine on Windows
- 20971 Throw parse error when unary function has no params
- 20976 Set the hidden of a range of lines properly when the last line is empty
- 20986 Ensure mobileSoundOnChannel() returns correct value on iOS
- 20991 Use `win32` instead of `win` in code library path to conform to platform id spec
- 20992 Fix crash when using several android native fields
- 20996 Segmented Control Widget displays the curvatures right if there is only one segment
- 21003 Fixed malformed Dictionary entry of mobileGetContactData
- 21008 Fix crash on execution error in ask dialog
- 21010 Use PAC file found via WPAD protocol to resolve proxy server settings for url requests
- 21016 Add support for local storage to Android browser
- 21026 Fix corruption of binary data when loading URLs in HTML5
- 21027 Fix android shell commands with space

Specific engine bug fixes (9.0.0-dp-11)

- 13825 `revSetStackProfile` does not work on mobile
- 16551 Ensure the "hilitedButtonName" returns the name of the hilited button
- 18010 Add optional 'kind' parameter to files/folders
- 18097 Geometry manager does not work on mobile
- 18243 Ensure horizontal two finger scrolling on Linux respects the system settings

- 19358 Fix text font setting in mobile engines
- 19543 Dictionary improperly parses hard wrapped lines where word is followed by colon
- 20256 Ensure iOS picker subview width scales correctly
- 20399 Fix missing launcher icon on Linux
- 20419 Fix accelRender issues on Android
- 20467 Fixed bug causing crash when using multiple players.
- 20478 Prevent crash on quit when using the commandName
- 20481 Fix non-displaying accented characters in HTML5 standalones
- 20519 Prevent android native field widget crash on ime action
- 20538 Ensure flushEvents("all") works on MacOS
- 20563 HTML 5 engine does not support fetching binary data using get URL
- 20592 Ensure iOS standalones are treated as unique by fingerprint scanning
- 20603 Ensure extensions' resource folders are available in standalones
- 20625 Prevent crash on startup on iOS standalone if a navbar with a non default icon is included
- 20627 Set default timeout in tsNet to prevent app hangs when Internet connection drops
- 20628 Add tsNet builds for iOS SDK 11.1
- 20631 Fix crash when launching android app from local notification
- 20633 Ensure vtab doesn't interfere with styling
- 20641 Added support for splash screens and icon for iPhone X
- 20642 Fix crash when undoing a group deletion
- 20644 Fix calls to struct-returning obj-c methods
- 20654 Fix crash when trying to write to a disconnected socket
- 20664 Fixed typo in installer when uninstalling previous version
- 20670 [Xcode 9+] Detect correctly if a simulator device is already open
- 20688 Fix the formatting of the `sort container` command "sortType" description
- 20703 revDocsParseDescriptionOfEnum continuation line parse error
- 20712 Ensure datagrids are re-initialised after deploy
- 20742 Add tsNet builds for iOS SDK 11.2
- 20755 Fix crash when calling iPhoneSetRemoteControlDisplay
- 20758 Fix performance regression in replaceText
- 20759 Fix crash saving images to iOS photo library
- 20760 Fixed documentation for tsNetSetTimeouts to specify correct units for all parameters
- 20763 Fix crash when deleting datagrid then undoing

Specific engine bug fixes (9.0.0-dp-10)

- 13992 Fixed bug causing crash on mouse enter
- 16709 Fix the mouse function always returning false
- 16713 Return correct button from answer dialog when "ok","cancel" options swapped
- 19909 HTML5 deployment support
- 19918 Add support for jar files in desktop standalones
- 20469 LCB Canvas: Fix alpha value of previous paint color being applied to gradient or pattern paints
- 20503 Fix quote key not working with Turkish keyboard layout on Mac
- 20507 Ensure Y is respected in 'read from socket X for Y'
- 20509 Fix segmented control hiliteChanged docs
- 20510 Fix crash on Windows when using revDatabaseTableNames()

- 20547 Allow user classes 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
- 20357 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
- 19165 Tweak formatting 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 MObjectPropertySet

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 libUrlMultipartFormAddPart 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.

```
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 the properties *"edit mode action select control"* and *"edit mode reorder control"*.

```
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.

```
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:

```
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.

```
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:

```
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.

```

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:

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

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

```
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*

```
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:

```

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)

- 20647** Ensure Dictionary responds to cmd+W shortcut
- 21032** Layer tab button on iOS standalone settings below other controls
- 21065** Set loc of extension builder generated test stack correctly on first test
- 21082** Notify when attempting to install package that doesn't validate
- 21090** Ensure project browser updates when DG2 controls are added to the template stack
- 21093** Fix the display of errors thrown by the throw command in the script editor
- 21095** Ensure extensions required by the IDE load on startup
- 21100** Ensure the defaultStack does not change after opening revVariableVisualizer stack
- 21116** Table style DataGrid should also have mobile scrollers

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> reformats 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
- 18644 Deactivate breakpoints correctly
- 18835 linkVisitedColor and linkHiliteColor can now be set from property inspector

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.

LiveCode Community extension changes

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 the 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, pTimeZone)` - convert from local time in the specified time zone to universal time
- `FromUniversalTime(pSeconds, pTimeZone)` - 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 iconsvg library
- `addIconsForFamily()` - add a family of icons to the iconsvg 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

- `extensionDepsOrder pLCCompile, pExtensionList`: Use lc-compile to order LiveCode Builder extensions by dependency.
- `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 receive and respond to HTTP requests in your application.

Specific extension bug fixes (9.0.0)

- 21067** Ensure extension folder searching recursion doesn't error
- 21069** Display button name as label if label is empty
- 21085** Ensure browserUnhandledLoadRequest is sent for unknown protocols
- 21096** Include all of extension guide folder in packages
- 21099** Fix crash when closing browser widget
- 21105** Include interface file in package
- 21107** Fix some `target=_blank` links not navigating

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.
- 20556** `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 `dropboxGetMetadata` 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
- 18707 Fix possible denial of service via crafted JSON inputs
- 18714 Ensure all `itemNames`, `itemLabels` etc. can be set to empty
- 18779 Do not draw borders when `showBorder` is disabled

LiveCode Community Plus engine changes

Specific engine bug fixes (9.0.0-dp-11)

- 19793 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)

- 20407 Revert to using tab to apply completions
- 20596 Parse messages with optional parameters correctly
- 20599 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 AFVoundation 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.
- **showsUserLocation** - 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** - Polyline 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
0xabcdefgh -- 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

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

and create a `NSTextViewDelegate`:

```
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:

```
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:

```
private handler DidChangeSelectionContext(in pContext, in pNotification as
ObjcObject) returns nothing
    post "selectionChanged" with [pContext]
end handler
```

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( \
    [NSSoundDidFinishPlaying], \
    {"textViewDidChangeSelection": DidChangeSelection}) \
    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:

```
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:

```
foreign handler _JNI_CreateListener(in pMapping) returns JObject binds to
"java:listener.class.path>interface()"
```

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:

```

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 JavaStringsIsEmpty(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)!static"

- Binding to a class field

foreign handler JavaCalendarSetTime(in pObj as JObject) returns nothing binds to "java:java.util.Calendar>set.time(J)" foreign handler JavaCalendarGetTime(in pObj as JObject) returns CInt binds to "java:java.util.Calendar>get.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
- 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 Ic-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](#)

- [LiveCode 6.7.7 Release Notes](#)
- [LiveCode 6.7.6 Release Notes](#)
- [LiveCode 6.7.4 Release Notes](#)
- [LiveCode 6.7.2 Release Notes](#)
- [LiveCode 6.7.11 Release Notes](#)
- [LiveCode 6.7.10 Release Notes](#)
- [LiveCode 6.7.1 Release Notes](#)
- [LiveCode 6.7.0 Release Notes](#)
- [LiveCode 6.6.2 Release Notes](#)
- [LiveCode 6.6.1 Release Notes](#)
- [LiveCode 6.6.0 Release Notes](#)
- [LiveCode 6.5.2 Release Notes](#)
- [LiveCode 6.5.1 Release Notes](#)
- [LiveCode 6.5.0 Release Notes](#)
- [LiveCode 6.1.3 Release Notes](#)
- [LiveCode 6.1.2 Release Notes](#)
- [LiveCode 6.1.1 Release Notes](#)
- [LiveCode 6.1.0 Release Notes](#)
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