

## **PPL v1.07 released**

kornalius, Friday 03 November 2006 - 14:36:36

Pocket Programming Language v1.07 has just been released.

You can download PPL 1.07 from the following locations:

main:

<http://www.arianesoft.ca/download.php?view.17>

mirror:

[http://www.arianesoft.ca/e107\\_files/downloads/ppl107.exe](http://www.arianesoft.ca/e107_files/downloads/ppl107.exe)

You can also download the CAB install for WM2003/2005 SmartPhones with StrongARM or XScale processors:

main:

<http://www.arianesoft.ca/download.php?view.18>

mirror:

[http://www.arianesoft.ca/e107\\_files/downloads/ppl107cab.zip](http://www.arianesoft.ca/e107_files/downloads/ppl107cab.zip)

- Fixed DelSprites() bug.
- PIDE: Fixed Game Level Editor bug.
- Fixed runtimes registration bug.
- Enabled structure elements back in sdim() and dim().
- Enabled structure elements as lists.
- Fixed arrays of structures when passed as parameters.
- Fixed structure elements as array when passed as parameters.
- Fixed structure elements as list when passed as parameters.
- Common .dlls and .exes for PocketPC are now installed on PC side.
- PIDE: No LBS\_STANDARD style on Listboxes by default anymore.
- Fixed Groupbox colored controls display.
- PIDE: Fixed watch window display for some variable types.
- Fixed g\_loadfont().
- Fixed control color processing for default colors.
- Fixed LinkProcs.ppl not to show message with num=xx anymore.
- Fixed PC form background display color.

- PIDE: Fixed Add file to project when not in same folder as project.
- Fixed Sprite's grid collision removal problem when no sprite collide was set.
- Fixed dialog background color.
- Particle collisions is now available through SetParticleCollision(Particle, Id); WM\_PARTICLECOLLIDE is then called.
- NewParticle() function returns a particle handle now.
- New function DelParticle().
- Fixed bug in RTrim(), LTrim() and Trim() functions.
- PIDE: Fixed thousand separator for profiler and memory analyzer results.
- Fixed sprite sorting bug.
- Added AppPath to form generator global statement.
- Fixed memory leak in g\_TextOutEx() function.
- Fixed memory leak in g\_DrawText() and g\_DrawTextEx() functions.
- Changed SQLITE\_DLL.DLL to SQLITE\_PPC.DLL and SQLITE\_PC.DLL on the PC.
- Fixed define problem for platform information.
- Fixed Sprites() function returning 0 items when used with NULL parameter.
- PIDE: Fixed watch window when variables information was over 2k.
- Swapi library: Added Form\_Repaint, Form\_Refresh, Control\_Repaint, Control\_Refresh.
- PIDE: Form generator added a Form\_Repaint after display.
- Fixed runtime errors in errorlog.txt.