ArianeSoft - Programming and development for Windows and Windows Mobile

Pocket Programming Language v1.32 has been released!

kornalius, Friday 05 October 2007 - 09:23:16

Pocket Programming Language version 1.32 has just been released. http://www.arianesoft.ca/page.php?1

This version fixes most problems found in 1.30 and 1.31. This will be the last version of 1.3x. We are now working on 1.40 (to be released in a couple weeks) which will add some really cool features to the PPL language.
Here is the change log for version 1.32:

- Sprite timers are freed when sprite is deleted.
- Fixed memory leak in sprites collide id's.
- Fixed memory leak in deviceprocessor().
- Upgraded to PocketHAL 1.0.2 to fix some VGA problems (slowdowns, orientation issues).
- Fixed Menu_Set() and Menu_Get() functions in Swapi.ppl library.
- Fixed bug in KillSpriteTimer() function.
- Fixed bug in sprite's timer logic.
- Fixed leaks when forms and controls are destroyed.
- New functions Int64() and ToInt64().
- Fixed mouse events position when SO_FIXED, SO_FIXEDX or SO_FIXEDY is used.
- Added new function IsStructDef() to know if a field has been defined in a structure.
- New Sqldemo_v3.ppl demo.
- Updated sql demos and libraries.
- Fixed PIDE when clicking glutter in Lite mode.
- Added option to get or set menu caption by position instead of by id in Menu_Set, Menu_Get...

You can download it here: http://www.arianesoft.ca/download.php?view.36