

PPL v1.50 released

kornalius, Friday 29 February 2008 - 12:54:14

The Pocket Programming Language version 1.50 has just been released.

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Here is what you will find fixed and new in this version:

- Fixed Upper() function.
- Fixed PIDE project close option when all tabs are closed.
- Fixed PIDE project close button.
- Fixed FreeObject() function stack issue.
- Fixed pass by reference parameters when used with global variables.
- Fixed CallAsm() when called multiple times.
- Fixed Forward Proc or Func declaration within a #namespace.
- Fixed GameAPI sprite sorting to exclude queued deleted sprites.
- Fixed gsgetfile.dll installation issue. Uses 3 different files now.
- Fixed PPL.exe installation on device.
- Fixed ARGV% list variable.
- Fixed mAdd() function.
- Fixed #LIBRARY files are compiled to .ppc files and not linked.
- Fixed IsStructDef() function returns 0 if field not found or its index position in the structure's definition.
- Fixed WM_KEYPRESS in Classes.ini, replaced with WM_CHAR
- Fixed Exit() to exit windowed applications as well.
- Fixed Profiler not to display special codes before procedure name.
- Fixed Profiler summary mode to display average time per hit.
- Fixed Profiler summary mode not to display line #'s anymore.
- Replaced CountStack() function with StackCount() and it returns the value, it doesn't use a variable parameter anymore.
- Added the ability to use a different application handle for stack functions like: StackCount(), DupStack(), DropStack(), ClearStack().
- New String.ppl library with Join(), LPush() and LPop().
- New option in PIDE to specify program parameters.
- New support for matrix elements with +=, -=, *= and /= operators.
- New support for .ppc files in #INCLUDE compiler directive.
- New PO_NODELTA particle option. This allow for particle movement not be relative to delta value of gameapi.
- New ReturnFromAll() function that allow you to return from all functions and procedures you are into to the main program loop. If you don't have any windows in the application, it will exit.
- New CharPos() that allow to fast search for a character in a string.
- New CharRPos() that allow to fast reverse search a character in a string.
- New SizePos() that allow to search only from a fixed number of characters in a string.
- New SizeRPos() that allow to reverse search only from a fixed number of characters in a string.
- New CharSizePos() that allow to fast search only from a fixed number of characters in a string.
- New CharSizeRPos() that allow to fast reverse search only from a fixed number of characters in a string.

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