

Chapter 10. Change History

Changes For Version 1.6.20 (November 10, 2009)

- This release is primarily a transitional one, intended to prove out the significant changes to the development environment. Earlier this year, the FXRuby source code repository was moved from Subversion (hosted at RubyForge) to Git (hosted at GitHub). More recently, I've revamped the build system, replacing some custom scripts with a more standardized process based on the Hoe and rake-compiler extensions to Rake. The intent of these changes is to make it easier for interested parties to participate in FXRuby's development. As a result, despite a good bit of code churn, there are (by design) no significant functional differences between this release and version 1.6.19.
- The installation procedure for FXRuby now depends entirely on RubyGems. One consequence of this is that several of the previous distribution mechanisms (such as the source tarball, and the Windows installer .exe package) are no longer supported. On the other hand, we are making the effort to provide precompiled binaries on a larger number of platforms than before (e.g. Linux and OS X).
- The previous release of FXRuby couldn't be built from source against Ruby 1.9.1 final due to a change in some of the file-related utility libraries (see [RubyForge Bug #23786](#)). This problem has been corrected.

Changes For Version 1.6.19 (March 6, 2009)

- The previous release of FXRuby couldn't be built from source against Ruby 1.9.1 final due to a change in some of the file-related utility libraries (see [RubyForge Bug #23786](#)). This problem has been corrected.
- The previous release of FXRuby couldn't be built from source against Ruby versions 1.8.5 or earlier (see [RubyForge Bug #23967](#)). This problem has been corrected.
- A change in the return value for Ruby's `instance_variables` method broke some of the code related to message handling in FXRuby (see [RubyForge Bug #23787](#)). This problem has been corrected.
- The `addAccel` method for the `FXAccelTable` class now accepts lambda functions (or any other objects that respond to `call`). See the [API documentation](#) for `FXAccelTable` for examples of how this works.

Changes For Version 1.6.18 (December 29, 2008)

- Some users were having trouble building FXRuby on 64-bit operating systems (see [RubyForge Bug #23375](#)). This problem has been corrected.

Changes For Version 1.6.17 (December 24, 2008)

- The Ruby interpreter was generating a large number of warning messages about redefined methods in the *kwargs.rb* library (see [RubyForge Bug #19231](#) and elsewhere). This problem has been corrected.
- Due to recent changes in Ruby's garbage collection algorithm, FXRuby applications could under some circumstances crash for large numbers of table items (see RubyForge bugs [21983](#) and [23188](#)). This bug has been fixed.
- The documentation for the `FXTable` class referred to the non-existent `setColumnX` and `setRowY` instance methods (see [RubyForge Bug #21987](#)). These entries have been removed from the documentation.
- A number of instance methods for the `FXTable` class could crash an application if they were passed out-of-bounds index arguments (see [RubyForge Bug #21987](#)). These methods now raise `IndexError` when they're passed out-of-bounds indexes.
- Due to a change in the URL scheme for the Dilbert web site, the *dilbert.rb* example program was no longer working properly (see [RubyForge Bug #21538](#)). This has been fixed.
- The `lower` method for the `FXRangeF` was returning `self` instead of an `FXVec3f` instance for the range's low bound (see [RubyForge Bug #22488](#)). This has been fixed.
- Made a number of minor fixes for compatibility with Ruby 1.9.1.

Changes For Version 1.6.16 (July 3, 2008)

- Historically, if you called `create` on a window before its parent window was created, your application would crash (see [RubyForge Bug #20702](#) and elsewhere). Now, the code should raise a `RuntimeError` with a message indicating the problem.
- The message data that the `FXPicker` widget sends along with its `SEL_CHANGED` and `SEL_COMMAND` messages wasn't being handled properly, and as a result, applications using this widget could crash (see [RubyForge Bug #20780](#)). This problem has been fixed.

Changes For Version 1.6.15 (June 4, 2008)

- FXRuby applications could crash (with a segmentation fault) if `nil` was passed in as the first argument to `FXDialogBox.new` or `FXMainWindow.new` (see [RubyForge Bug #14642](#)). These methods now raise an `ArgumentError` if `nil` is passed as the first argument.
- You should only ever construct one `FXApp` object per application, but there was no protection against doing so in the code (see [RubyForge Bug #16275](#)). Now, `FXApp.new` will raise a `RuntimeError` if an `FXApp` object already exists.

- The *babelfish.rb* example program, which previously depended on an external web service to perform translation between languages, was broken since that web service no longer exists (see [RubyForge Bug #16962](#)). The example has now been updated to use Dr. Nic's [Tranexp](#) library instead.
- The value of the `MBOX_SAVE_CANCEL_DONTSAVE` option (for the `FXMessageBox` class) wasn't wrapped properly and was unusable (see [RubyForge Bug #17094](#)). There was also no constant corresponding to the `MBOX_CLICKED_DONTSAVE` return value. Both of these problems have been fixed.
- The fields for new `FXHiliteStyle` objects were uninitialized and as a result sometimes gave unpredictable results (see [RubyForge Bug #19637](#)). This has been fixed.
- The `columnHeaderFont` and `rowHeaderFont` attributes for `FXTable` weren't implemented properly (see [RubyForge Bug #20142](#)). This has been fixed.
- Ruby 1.8.7 adds a new `first` method to the `Enumerable` module, and this conflicts with the existing `first` method defined in the `FXWindow` base class for a number of FXRuby classes which mix in `Enumerable` (see [RubyForge Bug #20418](#)). This problem has been resolved.
- Due to a bug in the *extconf.rb* script, the build was failing for Ruby 1.9.0 (see [RubyForge Bug #20426](#)). This has been fixed.

Changes For Version 1.6.14 (March 29, 2008)

- Updated the documentation for the `FXImage` class to indicate which methods call `render` after they're finished, and which ones do not.
- Corrected a little typo in the *gembrowser.rb* example program.
- Updated the *dilbert.rb* example program to use the more popular-and-likely-to-be-installed [Hpricot](#) HTML parser library instead of [Rubyful Soup](#).
- Re-added the documentation for the `TOGGLEBUTTON_KEEPMSTATE` option, which had mysteriously disappeared (see [RubyForge Bug #2286](#)).
- Made a number of minor fixes to support building FXRuby against Ruby 1.9.
- Added a binary gem for OS X. This works with the Ruby that's included with OS X (Leopard).
- The binary gem for Windows was built with FOX version 1.6.32 and FXScintilla version 1.71.

Changes For Version 1.6.13 (November 9, 2007)

- Calls to the `extractText` method for the `FXTable` class were causing various memory-related errors on certain platforms (see [RubyForge Bug #15444](#)). This problem has been fixed.

- The binary gem for Windows was built with FOX version 1.6.28 and FXScintilla version 1.71.

Changes For Version 1.6.12 (October 19, 2007)

- The API documentation for `FXMDIClient` referred to the non-existent instance method `activeChild=` (see [RubyForge Bug #10259](#)). This method has been added.
- The API documentation for `FXMDIClient` also referred to the non-existent instance methods `getMDIChildFirst` and `getMDIChildLast`. These entries have been removed.
- The API documentation for `FXMDIChild` referred to non-existent instance methods `getMDINext` and `getMDIPrev` (see [RubyForge Bug #10436](#)). The documentation has been corrected.
- Added the `:repeat` parameter for the `addChore` and `addTimeout` methods. See the documentation for more details, and *gltest.rb* for an example of its use.
- Corrected a number of minor typos in the API documentation.
- Corrected a typo in the *imageviewer.rb* example.
- Modified the *inputs.rb* example program to use `Pipe.read_nonblock()` instead of `Pipe.read()`.
- Fixed a bug in the implementation of the `findText` method for the `FXText` class, when used with the `SEARCH_REGEX` option.
- The binary gem for Windows was built with FOX version 1.6.28 and FXScintilla version 1.71.

Changes For Version 1.6.11 (April 18, 2007)

- Added `editable` as an alias for `FXTextField#editable?`.
- Added `each_child_recursive` instance method for the `FXWindow` class. This method performs a depth-first traversal of the widget tree starting at the receiver window.
- Corrected some errors in the keyword arguments support for the `FXVec2d`, `FXVec2f`, `FXVec3d`, `FVec3f`, `FXVec4d` and `FXVec4f` classes.
- Corrected an error in the keyword arguments support for the `FXIconDict` class.
- Modified the gem specification so that the RDoc generated during a gem install is consistent with that generated by other methods (see [RubyForge Bug #10035](#)).
- Changes to the *iterators* library in version 1.6.6 introduced a bug in the `each` method for the `FXFoldingList`, `FXTreeList` and `FXTreeListBox` classes (see [RubyForge Bug #10175](#)). This problem has been fixed.

- Applied submitted patches for building FXRuby against Ruby 1.9 (see [RubyForge Bug #10181](#)). Please note that building FXRuby against the Ruby 1.9 code base is still officially unsupported; however, I'm glad to accept patches that will help make this possible.
- The binary gem for Windows was built with FOX version 1.6.25 and FXScintilla version 1.71.

Changes For Version 1.6.9 (April 8, 2007)

- A bug was discovered in the keyword arguments library support for the `FXMenuBar` class (see [RubyForge Bug #9927](#)). This problem has been fixed.
- The binary gem for Windows was built with FOX version 1.6.25 and FXScintilla version 1.71.

Changes For Version 1.6.8 (April 5, 2007)

- Due to an internal bookkeeping error, applications like the *glviewer.rb* example program which create multiple `FXGLViewer` instances could cause an assertion to fail. When this assertion fails on Windows, the program simply crashes (see [RubyForge Bug #9775](#)). This problem has been fixed.
- The keyword arguments library, introduced in version 1.6.5, is now included automatically when you load FXRuby; it is no longer necessary to explicitly require it.
- The binary gem for Windows was built with FOX version 1.6.25 and FXScintilla version 1.71.

Changes For Version 1.6.7 (March 31, 2007)

- The binary gem for Windows was built with FOX version 1.6.25 and FXScintilla version 1.71.

Changes For Version 1.6.6 (February 10, 2007)

- Somewhere along the way, the RAA browser example program got broken due to changes in the SOAP interface to RAA (see [RubyForge Bug #7977](#)). This has been fixed.
- Some debugging code that was meant to detect errors in FXRuby message data conversion was inadvertently causing some user applications to crash when running under Windows (see [RubyForge Bug #8049](#)). This debugging code has been changed to avoid the problem.
- Modified the implementations of the each iterator methods for `FXFoldingList`, `FXFoldingItem`, `FXTreeItem`, `FXTreeList` and `FXTreeListBox` (see [RubyForge Bug #8090](#)). The new implementation is a bit more robust in terms of modifications (such as deletion) of the iterated-over elements.

- A bug in the new keyword arguments library (introduced in version 1.6.5) caused the `initialize` method for the `FXDCWindow` class to do the wrong thing (see [RubyForge Bug #8441](#)). This has been corrected.
- A different bug in the keyword arguments library caused the `initialize` method for the `FXFont` class to do the wrong thing (see [RubyForge Bug #8517](#)). This also has been corrected.
- Yet another bug in the keyword arguments library broke the part of the code that used to `yield self` to an optional block attached to the call to `new` (see [RubyForge Bug #8518](#)). This has been corrected.
- Most of the FXRuby example programs have been updated to use the keyword arguments library.
- Added a new "virtual" keyword argument `:padding` that can be used in place of (or in addition to) the `:padLeft`, `:padRight`, `:padTop` and `:padBottom` arguments for a constructor. When a `:padding` value is passed in to the arguments hash, that value will be used for any of the four regular padding values that aren't otherwise specified. See the example programs for, you know, examples.
- The binary gem for Windows was built with FOX version 1.6.20 and FXScintilla version 1.71.

Changes For Version 1.6.5 (January 20, 2007)

- Clicking outside of the visible cells for an `FXTable` when there was no current selection caused the code to raise an exception (see [RubyForge Bug #5907](#)). This problem has been fixed.
- The `hasTimeout?` method for the `FXApp` class was implemented incorrectly (see [RubyForge Bug #7564](#)). This problem has been fixed.
- The `FXFoldingList` and `FXFoldingItem` classes did not have each iterator methods like most of the other list-based widgets (see [RubyForge Patch #7978](#)). These have been added.
- The API documentation for `FXMDIClient` claimed that `FXScrollArea` was its base class (see [RubyForge Bug #7979](#)). This has been corrected; the base class for `FXMDIClient` is `FXComposite`.
- There was a small typo in the documentation for the `FXFoldingList` class options (see [RubyForge Bug #7981](#)). This has been fixed.
- Added preliminary support for keyword-style arguments, as described in the ["Differences Between FOX and FXRuby"](#) section of the [FXRuby User's Guide](#).
- The binary gem for Windows was built with FOX version 1.6.20 and FXScintilla version 1.71.

Changes For Version 1.6.4 (November 30, 2006)

- A change made in Ruby 1.8.5 for cyclic requires led to a problem that caused the Ruby interpreter to emit a large number of warnings (see [RubyForge Bug #5633](#)). This problem has been fixed.
- The binary gem for Windows was built with FOX version 1.6.16 and FXScintilla version 1.71.

Changes For Version 1.6.3 (October 27, 2006)

- Widgets of some classes (namely `FXTopWindow` and `FXMDIChild`) weren't properly sending a `SEL_CLOSE` message to their message targets (see [RubyForge Bug #5498](#)). Thanks to a change in FOX version 1.6.16, this problem has been fixed.
- The `getControlFor` method for the `FXComboTableItem` class was coded incorrectly (see [RubyForge Bug #5906](#)). This has been fixed.
- There was a minor typo in the API documentation for the `FXTriStateButton` class (see [RubyForge Bug #5962](#)). This has been fixed.
- The `each_row` and `each_column` iterator methods for the `FXTable` class were incorrectly coded (see [RubyForge Bug #6036](#)). This has been fixed.
- The new class methods for `FXColorItem`, `FXDirItem`, `FXFileItem`, `FXFoldingItem`, `FXHeaderItem`, `FXIconItem`, `FXListItem` and `FXTreeItem` were all raising exceptions when a non-nil value was passed in for the last argument (see [RubyForge Bug #6197](#)). A similar problem was present for various instance methods in the `FXColorList`, `FXListBox` and `FXMDIClient` classes. These problems have been fixed.
- A few problems were discovered for the `inputs.rb` example program (see [RubyForge Bug #6209](#)). These problems have been fixed.
- Several instance methods for the `FXTable` class were not actually present under their documented names (see [RubyForge Bug #6211](#)). This has been fixed.
- The build script was not compatible with changes made in the recently-released FXScintilla 1.71 (see [RubyForge Bug #6313](#)). This has been fixed.
- The binary gem for Windows was built with FOX version 1.6.16 and FXScintilla version 1.71.

Changes For Version 1.6.2 (September 13, 2006)

- The `expandTree()` and `collapseTree()` methods for the `FXFoldingList` class were incorrectly identified as `expandFolding()` and `collapseFolding()` in the API documentation (see [RubyForge Bug #5354](#)). This has been fixed.
- The `FXDockTitle` class was not supported (see [RubyForge Bug #5632](#)). This has been

fixed.

- The API documentation for the `FXGLCanvas` class claimed it had a `shared?` method, but it didn't (see [RubyForge Bug #5591](#)). Now it does.
- The `FXGradientBar` class was not supported (see [RubyForge Bug #5746](#)). This has been fixed.
- The binary gem for Windows was built with FOX version 1.6.14 and FXScintilla version 1.67 (from CVS).

Changes For Version 1.4.7 (September 13, 2006)

- The `children` instance method for the `FXWindow` class always returned an array of `FXWindow` instances, even if the actual types should have been instances of subclasses of `FXWindow` (see [RubyForge Bug #4342](#)). This has been fixed.
- The `dilbert.rb` example program was broken due to a change in the Dilbert.com web site structure (see [RubyForge Bug #4597](#)). This has been fixed.
- The `expandTree()` and `collapseTree()` methods for the `FXFoldingList` class were incorrectly identified as `expandFolding()` and `collapseFolding()` in the API documentation (see [RubyForge Bug #5354](#)). This has been fixed.
- The `FXDockTitle` class was not supported (see [RubyForge Bug #5632](#)). This has been fixed.
- The API documentation for the `FXGLCanvas` class claimed it had a `shared?` method, but it didn't (see [RubyForge Bug #5591](#)). Now it does.
- The `FXGradientBar` class was not supported (see [RubyForge Bug #5746](#)). This has been fixed.
- The binary gem for Windows was built with FOX version 1.4.34 and FXScintilla version 1.63.

Changes For Version 1.6.1 (July 21, 2006)

- The message data sent along for the `SEL_INSERTED`, `SEL_DELETED` and `SEL_REPLACED` messages from an `FXText` widget to its target was not being converted properly (see [RubyForge Bug #4666](#)). This has been fixed.
- The code related to the localization of application messages in FOX wasn't implemented properly in FXRuby, and as a result, constructing certain dialogs (like the color dialog) could cause a program to crash (see [RubyForge Bug #5000](#)). This has been fixed.
- The "Stop Spin" button in the `gltest.rb` example program didn't stop the cubes from spinning after either the "Spin Timer" or "Spin Chore" option was selected (see [RubyForge Bug #5001](#)). This was actually a symptom of a larger problem, that FXRuby wasn't properly handling timers and chores. These problems have been fixed.

- Setting the current item for an `FXComboBox` to -1 (to indicate that there's no current item) would cause FXRuby to erroneously raise an `IndexError` (see [RubyForge Bug #5007](#)). This has been fixed.
- The documentation for the `reparent` instance method for the `FXWindow` class was incorrect (see [RubyForge Bug #5035](#)). This has been fixed.
- The *textedit.rb* example program was not up to date with some of the changes for FOX 1.6. This example has been updated.
- The new `font` method for the `FXFont` class was not documented. This has been fixed.
- The *dilbert.rb* example program has been modified to use the RubyfulSoup HTML library instead of the html-parser library.
- As discussed in various forums (see for example [this post](#)), the `autorequire` directive for RubyGems specifications is now deprecated. As a result, this has been removed from the FXRuby gem specification. This change will break any code that was using a statement like:

```
require_gem 'fxruby'
```

as the sole means for loading FXRuby. Such programs should instead use:

```
require 'fox16'
```

which will work for either gem based or non-gem based installations.

- The binary gem for Windows was built with FOX version 1.6.8 and FXScintilla version 1.67 (from CVS).

Changes For Version 1.6.0 (May 29, 2006)

- This is the first release of FXRuby compatible with FOX version 1.6. One of the most significant changes for FOX 1.6 has been the addition of Unicode support; all FOX widgets and internal string processing routines are now Unicode aware. For a comprehensive overview of the changes made to FOX since version 1.4 (including those made in the FOX 1.5 development series), please refer to the [News archives](#) at the FOX web site.
- Added the `allowSide`, `disallowSide` and `allowedSide?` methods for the `FXDockBar` class, as complements to the `allowedSides` accessor methods (see [RubyForge Feature Request #2307](#)).
- Added the `visible=` and `visible?` accessor methods for the `FXWindow` class, as complements to the `show`, `hide` and `shown?` methods (see [RubyForge Feature Request #3579](#)).
- The *browser.rb* example was making use of a deprecated API (see [RubyForge Bug #4325](#)). This has been fixed.

- The `children` instance method for the `FXWindow` class always returned an array of `FXWindow` instances, even if the actual types should have been instances of subclasses of `FXWindow` (see [RubyForge Bug #4342](#)). This has been fixed.
- The `dilbert.rb` example program was broken due to a change in the Dilbert.com web site structure (see [RubyForge Bug #4597](#)). This has been fixed.
- The binary gem for Windows was built with FOX version 1.6.5 and FXScintilla version 1.67 (from CVS).

Changes For Version 1.4.6 (April 26, 2006)

- FXRuby would not compile properly on some x86-64 systems (see [RubyForge Bug #3729](#)). This error has been corrected. Thanks to Javier Goizueta for initially reporting this problem, and especially to Tobias Peters for providing a patch.
- The `FXIconDict` widget was accidentally "lost" in the transition between FXRuby versions 1.2 and 1.4 (see [RubyForge Bug #4117](#)). This error has been corrected. Thanks to Manfred Usselman for reporting this problem.
- The `FXSwitcher` widget was not sending the appropriate message data to its message target for the `SEL_COMMAND` message type (see [RubyForge Bug #4157](#)). This error has been corrected. Thanks to Manfred Usselman for reporting this problem.
- The `FXSeparator` class wasn't implemented properly (see [RubyForge Bug #4158](#)). This error has been corrected. Thanks to Gerard Menochet for reporting this problem.
- The `findItemByData` method was implemented incorrectly for the `FXComboBox`, `FXFoldingList`, `FXIconList`, `FXList` and `FXListBox` classes (see [RubyForge Bug #4172](#)). This error has been corrected. Thanks to Gerard Menochet for reporting this problem.
- The `FXListBox` widget was not sending the appropriate message data to its message target for the `SEL_COMMAND` message type (see [RubyForge Bug #4255](#)). This error has been corrected. Thanks to Gerard Menochet for reporting this problem.
- The binary gem for Windows was built with FOX version 1.4.29 and FXScintilla version 1.63.

Changes For Version 1.4.5 (April 10, 2006)

- The `FXTextField` class was not properly responding to the `ID_INSERT_STRING` command (see [RubyForge Bug #3320](#)). This error has been corrected. Thanks to Uwe Hartl for reporting this problem.
- The `text` and `getText` methods for the `FXMenuCaption` class were returning `nil` instead of the actual value (see [RubyForge Bug #3458](#)). This error has been corrected. Thanks to Meinrad Recheis (Henon) for reporting this problem.
- The API documentation for the `FXMDIChild` class erroneously listed `SEL_CLOSEALL` as one of the message types that an MDI child window might send to its message target (see

[RubyForge Bug #3508](#)). This error has been corrected. Thanks to Meinrad Recheis (Henon) for reporting this problem.

- Calling the `selectRange` method for class `FXTable` would cause a fatal error instead of merely raising an `IndexError` exception (see [RubyForge Bug #3615](#)). This error has been corrected. Thanks to Meinrad Recheis (Henon) for reporting this problem.
- Due to an error in the SWIG interface files, the `FXChoiceBox` class was basically unusable (see [RubyForge Bug #3676](#)). This error has been corrected. Thanks to Uwe Hartl for reporting this problem.
- The API documentation for the `FXRealSlider` and `FXRealSpinner` classes erroneously claimed that the message data for the `SEL_COMMAND` and `SEL_CHANGED` messages sent by these widgets to their targets were integers (see [RubyForge Bug #3749](#)). Along the same lines, the message data for those widgets wasn't being converted correctly (see [RubyForge Bug #3750](#)). Both of these errors have been corrected. Thanks to Meinrad Recheis (Henon) for reporting these problems.
- The API documentation for the Fox module incorrectly listed the names of the `FXSELTYPE` and `FXSELID` methods as `SELTTYPE` and `SELID` (see [RubyForge Bug #3940](#)). This error has been corrected. Thanks to Joel VanderWerf for reporting this problem.
- The `FXTableItem` constructor was supposed to (optionally) accept a reference to an arbitrary Ruby object as its third argument, but this wasn't working properly (see [RubyForge Bug #4005](#)). This error has been corrected. Thanks to Mark Volkman for reporting this problem.
- The binary gem for Windows was built with FOX version 1.4.29 and FXScintilla version 1.63.

Changes For Version 1.4.4 (January 21, 2006)

- The build instructions for Unix platforms had not been updated recently and as such contained some errors (see [RubyForge Bug #3014](#)). These errors have been corrected. Thanks to Dave Burns for reporting this problem.
- The `extendSelection` method for the `FXTable` class was raising an exception if an out of bounds row or column index was passed in (see [RubyForge Bug #3050](#)). This has been changed so that `extendSelection` instead returns false for out of bounds arguments. Thanks to Leonid Moiseichuk for reporting this problem.
- The `each_child` iterator method for the `FXWindow` class would fail if the child window was destroyed in the block (see [RubyForge Bug #3134](#)). Thanks to Liam Irish for reporting this problem and providing a patch.
- The message data for the `SEL_REPLACED` message sent by the `FXTable` class to its target was not being handled properly (see [RubyForge Bug #3244](#)). There were also problems with the message data for the `SEL_SELECTED` and `SEL_DESELECTED` messages. Furthermore, the `SEL_REPLACED` message was not documented in the RDoc documentation for the `FXTable` class. All of these problems have been corrected. Thanks to `_blackdog` for reporting this problem.

- The binary gem for Windows was built with FOX version 1.4.29 and FXScintilla version 1.63.

Changes For Version 1.4.3 (November 7, 2005)

- The `TOGGLEBUTTON_KEEPMSTATE` option for the `FXToggleButton` class was not documented (see [RubyForge Bug #2286](#)). This oversight has been corrected. Thanks to Tim Smith for reporting this problem.
- The `scintilla.rb` library file was not up to date with the latest FXScintilla release, and as a result it was missing some methods (see [RubyForge Bug #2479](#)). This oversight has been corrected. Thanks to Maxim Kulkin for reporting this problem.
- Due to changes in the APIs for timers and chores, the mechanisms for removing chores and timeouts were broken (see [RubyForge Bug #2563](#)). This bug has been fixed. Thanks to "moinker" for reporting this problem.
- An error in the test setup caused all of the tests for the `FXList` class to fail (see [RubyForge Bug #2564](#)). This bug has been fixed. Thanks to Peter for reporting this problem.
- Due to a bug in the test suite runner script, not all test cases were being exercised (see [RubyForge Bug #2565](#)). This bug has been fixed.
- Calling the `getPixel` method for the `FXImage` class when the client-side pixel buffer for the image has already been released would cause a program to crash (see [RubyForge Bug #2611](#)). Now, `getPixel` will raise an exception if it's called after the pixel buffer has been released. The documentation for `getPixel` has been updated accordingly. Thanks to Gonzalo Garramuno for reporting this problem.
- The `makePositionVisible` method for the `FXTable` class was raising an exception when passed out-of-bounds values for the row or column index (see [RubyForge Bug #2660](#)). This could happen, for example, if you were to click in a table area outside of the regular cells (which indirectly triggers a call to `makePositionVisible`). This was actually inconsistent with standard FOX behavior, which simply ignores out of bounds values for that method's arguments. This bug has been fixed, and the documentation for `makePositionVisible` has been updated accordingly. Thanks to Ralf Jonas for reporting this problem.
- The binary gem for Windows was built with FOX version 1.4.21 and FXScintilla version 1.63.

Changes For Version 1.4.2 (August 22, 2005)

- Due to a bug in the implementation, the `checked?` method for the `FXCheckBox` class always returned `false` (see [RubyForge Bug #1852](#)). This bug has been fixed. Thanks to Meinrad Recheis for reporting this problem.
- The API documentation for the `FXTable` class listed several obsolete attributes (see [RubyForge Bug #1928](#)). Those errors have been corrected. Thanks to Pavel Sokolov for reporting these problems.

- There were a number of bugs in the *textedit.rb* example program (see [RubyForge Bug #1979](#)), and those bugs have been fixed. Thanks to Claude Marinier for reporting these problems.
- The API documentation for the `FXTreeList` class' `new` method still showed the number of visible items (*nvis*) as its second argument (see [RubyForge Bug #2171](#)). This problem has been corrected. Thanks to Bill Atkins for reporting this problem.
- The API documentation for the `FXTopWindow` class had a number of errors (see [RubyForge Bug #2269](#)). This problem has been corrected.
- The API documentation for the `FXTreeList` class still listed the obsolete `reparentItem` method (see [RubyForge Bug #2270](#)). This problem has been corrected. Thanks to Jacob Hansen for reporting this problem.
- Due to a bug in how the SWIG typemaps for the `FXlong` type were defined, some methods for the `FXFileStream` class were broken (see [RubyForge Bug #2275](#)). This problem has been corrected. Thanks to Gonzalo Garramuno for reporting this problem.
- Merged in all of the fixes for FXRuby 1.2.6.
- The binary gem for Windows was built with FOX version 1.4.17 and FXScintilla version 1.63.

Changes For Version 1.4.1 (August 20, 2005)

- This is the second release of FXRuby which is compatible with FOX 1.4, and as such should be considered an "unstable" release. For a history of the changes made during the FOX 1.3 and 1.4 development, see the [News](#) page at the FOX Web site.
- The unit tests (in the *tests* subdirectory) had not been updated to require the `fox14` feature, and were still looking at `fox12`. This has been corrected.
- A number of minor problems were corrected for the Windows build of FXRuby.
- The binary gem for Windows was built with FOX version 1.4.17 and FXScintilla version 1.63.

Changes For Version 1.4.0 (August 19, 2005)

- This is the first release of FXRuby which is compatible with FOX 1.4, and as such should be considered an "unstable" release. For a history of the changes made during the FOX 1.3 and 1.4 development, see the [News](#) page at the FOX Web site.

Changes For Version 1.2.6 (April 15, 2005)

- Some additional problems related to calling the `setTableSize` method for an `FXTable` were discovered (see [RubyForge Bug #1597](#)). This problem has been corrected. Thanks to Joel VanderWerf for reporting this problem.

- The *iconlist.rb* example program had a "Sort" pulldown menu filled with a number of commands that didn't really do anything, including sorting the items (see [RubyForge Bug #1654](#)). This pulldown menu has been removed from that example.
- The API documentation for the `FXDC` class erroneously referred to the `font` attribute as `textFont` (see [RubyForge Bug #1667](#)). This problem has been corrected. Thanks to Meinrad Recheis for reporting this problem.
- The `checked?`, `unchecked?` and `maybe?` methods for the `FXMenuCheck` class were missing (see [RubyForge Bug #1677](#)). This problem has been corrected. Thanks to Oliver Smith for reporting this problem.
- The API documentation for the `FXScrollArea` class incorrectly spelled the names of the `horizontalScrollBar` and `verticalScrollBar` methods as `horizontalScrollbar` and `verticalScrollbar` (see [RubyForge Bug #1678](#)). The documentation has been corrected. Thanks to Jannis Pohlmann for reporting this mistake.
- Some code in the *groupbox.rb* example program was calling the `getRootWindow` method, but that method has been renamed to `getRoot` (see [RubyForge Bug #1692](#)). This problem has been corrected. Thanks to Jaroslav Stika for reporting this problem.
- The `hasChar?` method for the `FXFont` class was spelled without a trailing question mark, but it seems more Ruby-like that it should, so we've added an alias for that (see [RubyForge Bug #1714](#)). This method also now accepts a string of size 1 (i.e. a single character) as its input, as an alternative to an ordinal value. Thanks to Meinrad Recheis for these suggestions.
- The API documentation for the `FXImage` class mistakenly listed `IMAGE_ALPHA` as a valid image rendering hint, but this flag is no longer needed since FOX images now always contain an alpha channel (see [RubyForge Bug #1715](#)). The documentation has been corrected. Thanks to Meinrad Recheis for reporting this mistake.
- Due to an error in the SWIG interface files, the `data` method for the `FXSettings` class was not being wrapped properly. As a result, this method was unavailable and in turn led to other dependent methods (like `each_section`) to be unavailable as well (see [RubyForge Bug #1771](#)). This error has been corrected. Thanks to Jannis Pohlmann for reporting this problem.
- The binary gem for Windows was built with FOX version 1.2.16 and FXScintilla version 1.62.

Changes For Version 1.2.5 (March 1, 2005)

- The change made for FXRuby version 1.2.4 regarding garbage collection for table items corrected only one of the problems described in [RubyForge Bug #1445](#); There was still a problem related to the "destructive" effects of the `setTableSize` method for the `FXTable` class. This problem has now been corrected as well. Thanks to David Peoples, Jamey Cribbs and Joel VanderWerf for their assistance in helping me to track down this problem.
- The `extractText` and `overlayText` methods for the `FXTable` class were implemented

incorrectly and weren't listed in the API documentation. These problems have been corrected.

- The checks for out-of-bounds indices in the `getColumnX`, `setColumnX`, `getRowY`, `setRowY` and `updateRange` methods for the `FXTable` class were incorrect. These have been fixed.
- The `setTableSize` method for the `FXTable` class now raises `ArgError` if either the number of rows or columns passed in as arguments is less than zero.
- A typo in one of the source files was causing the build to fail when compiled against Ruby versions 1.8.1 or earlier (see [RubyForge Bug #1551](#)). This error has been corrected. Thanks to Alex McGuire for reporting this problem.
- The `selectItem` method for the `FXTable` class was removed in FOX 1.2, so we've added a convenience method for this that just calls the `selectRange` method under the hood (see [RubyForge Bug #1562](#)). Thanks to Joel VanderWerf for this suggestion.
- The binary gem for Windows was built with FOX version 1.2.13 and FXScintilla version 1.62.

Changes For Version 1.2.4 (February 23, 2005)

- Due to a change in some of the internal Ruby C APIs, a compile-time error for FXRuby was introduced in some of the Ruby 1.8.2 preview releases (see [RubyForge Bug #1039](#)). One should not see any compile-time errors when compiling FXRuby (versions 1.2.3 or later) against the Ruby 1.8.2 final release, but I've nevertheless made a change to how those internal APIs are used, to avoid any potential problems. Thanks to the many users who pointed out this problem.
- Joel VanderWerf suggested some enhancements to the *image.rb* example program in order to improve its startup time (see [RubyForge Bug #1281](#)). Those changes have been incorporated. Thanks to Joel for this suggestion.
- One change for the `FXImage` class between FOX versions 1.0 and 1.2 is the nature of the pixel buffer that's passed to the `FXImage` constructor. Previously, this pixel buffer was expected to be a string of bytes; now it's expected to be an array of `FXColor` values. This modification was not implemented correctly for FXRuby versions 1.2.3 and earlier (see [RubyForge Bug #1427](#)). This bug has been corrected, and the example program (*image.rb*) and test cases have been updated as well. Thanks to Oliver Smith and others for reporting this problem.
- A couple of different problems, reported by Patrick Fernie and David Peoples, exposed a flaw in how FXRuby manages the links between FOX objects and their Ruby peers when the FOX objects are destroyed (see [RubyForge Bug #1445](#)). Without going into all the gory details, let's just say that since we have no explicit control over when Ruby's garbage collector decides to "collect" those Ruby peers that point to C++ objects that have been destroyed, we need to take steps to neutralize those Ruby peer objects so that they can't cause your application to crash in the meantime; I've implemented a fix to take care of this situation. Thanks to Patrick and David for reporting these problems.

- The API documentation for FXRuby 1.2 still contained references to the old "spellings" of the `fxparseAccel` and `fxparseHotKey` method names, which were all lowercase (i.e. `fxparseaccel` and `fxparsehotkey`). (see [RubyForge Bug #1470](#)). These errors have been corrected.
- Added the `FXScrollArea#scrollCorner` method, which returns a reference to the scroll corner for any window derived from `FXScrollArea` (see [RubyForge Feature Request #1226](#)). Thanks to Brian Sheehan for this suggestion.
- Added the `FXMemoryBuffer#to_a` method, which is just an alias for the `data` accessor method that returns a copy of the data buffer as an array (see [RubyForge Feature Request #1295](#)). Thanks to Meinrad Recheis for this suggestion.
- Added the `appendRows` and `appendColumns` methods to the `FXTable` class (see [RubyForge Feature Request #1295](#)). Thanks to Brett Hallett for this suggestion.
- The binary gem for Windows was built with FOX version 1.2.13 and FXScintilla version 1.62.

Changes For Version 1.2.3 (January 22, 2005)

- Since group boxes containing radio buttons no longer enforce the radio behavior of radio buttons (i.e. keeping only one radio button selected at a time), some of the example programs were no longer working as desired (see [RubyForge Bug #751](#) and [RubyForge Bug #1280](#)). This problem has been corrected. Thanks to Yuri Leikind and Barry DeZonia for reporting this problem.
- Bob Sidebotham reported a little typo in the `table.rb` example program (see [RubyForge Bug #990](#)). This has been corrected.
- The API documentation for `FXList` did not reflect the changes for FOX 1.2; the `retrieveItem()` has been renamed to `getItem()` and `insertItem()` has been renamed to `setItem()` (see [RubyForge Bug #1037](#) and [RubyForge Bug #1257](#)). This has been corrected. Thanks to Remy Drouilhet and Stephan Kamper for reporting this problem.
- The Windows installer was missing some of the documentation files (see [RubyForge Bug #1139](#)). This has been corrected. Thanks to Curt Hibbs and Mark Smith for reporting this problem.
- The `browser.rb` example program was broken (see [RubyForge Bug #1146](#)). This has been corrected. Thanks to Stefan Lang for reporting this problem.
- The attribute setter for `FXHeaderItem#justification` was defined incorrectly (see [RubyForge Bug #1276](#)). This has been corrected. Thanks to Joel VanderWerf for reporting this problem (and providing a patch to fix it).
- The `filenames` alias for the `FXFileDialog#getFileNames()` instance method was missing (see [RubyForge Bug #1277](#)). This error has been corrected. Thanks to Barry DeZonia for reporting this problem.
- The API documentation for the `FXFileDialog` class methods `getOpenFileNames()`,

`getOpenDirectory()`, `getOpenFilename()` and `getSaveFilename()` was extremely inadequate (see [RubyForge Bug #1279](#)). This documentation has been improved. Thanks to Barry DeZonia for reporting this problem.

- Brett Hallett contributed a Ruby port of the "ratio" example program from the regular FOX distribution, for demonstrating the use of the new `FXSpring` layout manager (see [RubyForge Bug #1282](#)). Many thanks to Brett for this addition!
- Joel VanderWerf contributed code to simplify how programs interact with modal and non-modal dialog boxes (see [RubyForge Bug #1283](#)). See the API documentation for the new `FXDialogBox#execute_modal` and `FXDialogBox#execute_nonmodal` methods for examples of their use.
- The attribute setters for `FXRealSpinner#selBackColor` and `FXSpinner#selBackColor` were defined incorrectly (see [RubyForge Bug #1297](#)). These have been corrected. Thanks to Meinrad Recheis for reporting this problem.
- The `tooltipPause` attribute reader for the `FXApp` class was missing (see [RubyForge Patch #1306](#)). Thanks to Joel VanderWerf for reporting this omission and providing a patch to fix it.
- The API documentation for the `FXToolBarTab` class was missing (see [RubyForge Bug #1322](#)). Thanks to Joel VanderWerf for reporting this omission.
- The attribute accessors for `FXText#visibleRows` and `FXText#visibleColumns` were defined and documented incorrectly (see [RubyForge Bug #1325](#)). These have been corrected. Thanks to Karl El-Koura for reporting this problem.
- The binary gem for Windows was built with FOX version 1.2.13 and FXScintilla version 1.62.

Changes For Version 1.2.2 (October 1, 2004)

- In order to avoid versioning problems when dealing with a mix of applications based on either FXRuby 1.0 or 1.2, the feature name for FXRuby has been changed from "fox" to "fox12". For most application developers, this means that you will need to modify the source code for applications targeted at FXRuby 1.2 to begin with the line

```
require 'fox12'
```

Note that no changes should be required for legacy applications targeted at FXRuby 1.0.

- Made a number of updates to the documentation, to reflect API changes for FXRuby 1.2.
- The binary gem for Windows was built with FOX version 1.2.9 and FXScintilla version 1.61.

Changes For Version 1.2a2 (July 10, 2004)

- This is the second "alpha" release of FXRuby 1.2. This release should be compatible with

any FOX library version 1.2; it is not compatible with any previous FOX library versions. As this is an alpha release, users should expect a certain amount of instability, bugs, etc.

- For this release, all of the FOX 1.2 classes are available with the exception of the `FXBitmapView` class. There is a small problem with how the `FXBitmapView` class is declared in the FOX 1.2 header files, and I'm trying to decide how best to resolve that problem. The goal is to have this problem resolved by the next alpha release of FXRuby.
- For this release, all of the RDoc-based online documentation has been brought up to date with the new APIs.
- Portions of the FXRuby User's Guide were still out of date with respect to the new APIs (see [SourceForge Bug #988623](#)). This has been fixed.
- The `mditest.rb` example program was not up to date with the new APIs. This has been fixed.
- The `glviewer.rb` example program was not up to date with the new APIs (see [SourceForge Bug #986479](#)). This has been fixed. Thanks to Remy Drouilhet for reporting this problem and suggesting the fixes.
- The `FXGLGroup#bounds` method was defined incorrectly (see [SourceForge Bug #986476](#)). This has been fixed. Thanks to Remy Drouilhet for reporting this problem and suggesting the fix.
- The `scintilla-test.rb` example program was not up to date with the new APIs (see [SourceForge Bug #986172](#)). This has been fixed. Thanks to Peter Watkins for reporting this problem and submitting a corrected version of the program.
- There was a small typo in the `table.rb` example program (see [SourceForge Bug #988152](#)). This has been fixed. Thanks to Jamey Cribbs for reporting this problem and suggesting the fix.
- Due to an oversight on my part, one of the overloaded constructors for the `FXRegion` class wasn't wrapped properly (see [SourceForge Bug #986181](#)). This has been fixed. Thanks to Bil Bas for reporting this problem.
- Removed some obsolete aliases for the old leading and trailing rows and columns for the `FXTable` class (see [SourceForge Bug #988038](#)). Thanks to Yuri Leikind for reporting this problem.
- Added `FXTable` instance methods `horizontalGridShown=()` and `verticalGridShown=()` to complement the already available `horizontalGridShown?` and `verticalGridShown?` methods.
- The binary gem for the 1.2a1 release on Windows didn't have PNG or JPEG image support built-in (see [SourceForge Bug #986180](#)). This has been fixed. Thanks to Bil Bas for reporting this problem.
- The binary gem for Windows was built with FOX version 1.2.7 and FXScintilla version 1.61.

Changes For Version 1.2a1 (June 28, 2004)

- This is the first "alpha" release of FXRuby 1.2. This release should be compatible with any FOX library version 1.2; it is not compatible with any previous FOX library versions. As this is an alpha release, users should expect a certain amount of instability, bugs, etc.

The intent of this first alpha release is twofold. The primary intent is allow application developers who have current projects based on FXRuby 1.0 to begin the process of updating their applications for compatibility with FXRuby 1.2. For this release, all of the classes that existed in FXRuby 1.0 have been updated for compatibility with FOX 1.2, and so developers should at least be able to begin to "port" their applications forward now. Note that there have been a number of changes for FOX 1.2 and FXRuby 1.2, both in terms of API changes and less obvious "behavioral" changes. For a detailed summary of these changes, please see ["What's New in FOX 1.2"](#) (also available as a [PDF](#)). Note that few, if any, of the new classes introduced in FOX 1.2 are available in this first alpha release of FXRuby 1.2. Support for those new classes should come along quickly in subsequent alpha releases of FXRuby 1.2.

The secondary intent of this first alpha release is to introduce the new [RubyGems](#)-based packaging of FXRuby and to begin to work out the inevitable kinks in that system.

- The binary gem for Windows was built with FOX version 1.2.4 and FXScintilla version 1.57.

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