Kodular Eagle
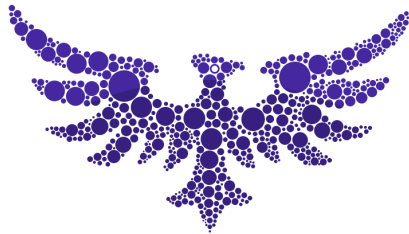

1.4 Eagle | *17 August 2019*

Major Changes

- New **Ads Commission** system *No more fixed commissions; you will now pay for what you use: few components means lower commission*

- **Web View** can now **upload files** *You will now be able to upload files within a web viewer*

- **Export and import blocks** via PNG files *You can now right-click on any block and pick "Download Blocks as PNG". And you can just drop that PNG file into the workspace, and the blocks will appear*

- Added **Android Support Libraries** for **SDK 28** *It provides optimized compiled apps for Android 9*

- Now **Projects can be renamed** *Just click on the projects name at the top left corner, type the new name and hit* `Enter`

- Loading projects now use a new **JIT (just-in-time) system**, removing the old AOT (ahead-of-time) *This makes loading projects from **5 to 10 times faster***

- **Deleting** screens/projects now involves a **secondary confirmation** *You have to type the project/screen name before deleting it*

- Bumped **Minimum SDK** from 16 to **19** *We needed to add more features, and it could only be possible increasing the Min SDK to Android 4.4*

- New **default app icon** when none is set *for new projects We replaced our logo icon with a fancier one*

- You can now **copy/cut and paste components** in the same screen, and **from one screen to another** *Check the UI Changes, Point 3, for more information*

- Added two new languages: **Greek** and **Japanese** *Their translation progress were enough to be implemented*

UI Changes

- **Kodular Creator has been fully redesigned** *Now the platform sports a brand new design, adapted for the modern times. It is based on Material Design 2*

  - You can now **collapse panels** to provide a better experience *You can now display only the Viewer and the Components Tree in demos, for example*

  - Selected **theme will now be saved** across sessions

  - Added *My Account* **button** at *Account* dropdown

  - Moved *Language* **dropdown and** *Theme* **switcher to** new *Settings* button in *Account* **dropdown** *It will open a new Creator Settings dialog* º- **Palette now supports nested** categories to better organize components *Check below where components have been moved*

  - Added **fancy illustrations** to dialogs

  - **Visibility** of components can now be toggled from a **button in the** *Viewer* **header** *It depreactes the display hidden components button at the bottom*

  - Added **new phone's and tablet's mocks** to *Viewer It deprecates the tablet preview button at the bottom*

  - **Components Tree and Properties have been splitted** *We took back the App Inventor interface, with the ability to hide any of those*

  - **Removed** *Non-Visible Components* **panel** below phone's mock *This has been deprecated in favour of the next feature*

- You can now click on *All Components* to **switch to *Visible Components* or to *Non-Visible Components***
- **New Colour Picker** *It has a bunch of default colors plus a HSV color selector*
- **Added Project Colours** *These are the colours which are being used in your project, so that you can easily select them across properties and screens*
- **Height and Width selectors** now sport a **new layout** *The dialog has been removed in favour of a textbox where you type a number and "px" or "%", plus two buttons to easily switch between Automatic and Fill Parent*
- **Assets selectors** now support **previewing files** *You can now preview the selected file in your Property*
- **Redesigned all dialogs** *Brand new "Create Project", "Baking your app" dialogs, and many more*
- **File uploader** now accepts **only legal types** *You won't be able to upload/select a not-supported format*
- Added more **properties preview** to designer *You will be able to preview more properties like Checked Switches, Sliders or so in the mock; and current ones have been updated*

- You can now use **shortcuts** to work on the Creator *Check a complete list in the dialog available at the "Help" dropdown*
- Added new **right-click context menu** in *Designer You can now copy, cut and paste components in your project, just by right-clicking on them; and much more like Paste Properties...*
- Added new **Settings Dialog** under *My Account* dropdown *It will trigger themes, switch to compact layout, display experimental properties, change preferences, show keystore hashes...*

Companion

- Companion will **show a dialog** when an **update is available** *It makes usage of the In-App Updates component, and it will prevent errors for having an outdated version*

- Added new **Dark Theme** mode to Companion *Code during nights in both Creator and Companion without harming your eyes; just press the button in the top bar*

New Components

- Added new **JSON** component to *Storage* category *Useful to work with Web*

  {...} JSON ⓘ

  A non-visible component that parses
  and handles data encoded as JSON.

  Learn more at docs.kodular.io

  APIs, for example

- Added new **Keyguard Manager** component to *Utilities* category *Require the app to be unlocked using phone's security lock*

  Keyguard Manager ⓘ

  A non-visible component that
  authenticates the user using their
  preferred security option.

  Learn more at docs.kodular.io

- Added new **Dynamic Card View** component to *Dynamic Components* category *Generate dynamically beautiful cards to place more dynamic*

  Dynamic Card View ⓘ

  A non-visible component to create
  dynamic new cardview components.

  Learn more at docs.kodular.io

  components

- Added new **Dynamic Image** component to *Dynamic Components* category
  Create more images in your apps execution

  Dynamic Image

  A non-visible component that creates dynamic Images.

  Learn more at docs.kodular.io

- Added new **Dynamic Space** component to *Dynamic Components* category
  Use this component to increase the separation between components

  Dynamic Space

  A non-visible component that creates dynamic Spaces.

  Learn more at docs.kodular.io

- Added new **Google Play Games** component to *Google* category *One of the most requested components will allow you to create awesome games*

  Google Play Games

  A non-visible component that enables game user authentication, leaderboards, and more.
  Powered by the Google Play Games service.

  Learn more at docs.kodular.io

  integrated with Play

- Added new **Kodular Donations** component to *Monetization>General* category
  A new way to donate to Kodular: this component will make commission go to 100%, so all ads will be rewarded to our account

  Kodular Donations

  A non-visible component that converts all your earnings from ads to donations that go to Kodular.

  Learn more at docs.kodular.io

- Added new **AdColony Interstitial** component to *Monetization>Advertising*

> AdColony Interstitial ⓘ
>
> A non-visible component that shows AdColony ads as full-screen advertisements.
>
> Learn more at docs.kodular.io

category *Insert AdColony ads in your apps*

- Added new **AppLovin** component to *Monetization>Advertising* category

> AppLovin Interstitial ⓘ
>
> A non-visible component to show ads from AppLovin.
>
> Learn more at docs.kodular.io

Display AppLovin interstitials in your app

- Added new **Facebook Rewarded Video** component to *Monetization>Advertising* category *The missing Facebook Ads component allows you to reward your users by watching ads*

> Facebook Rewarded Video ⓘ
>
> A non-visible component that shows Facebook ads as full-screen video where users receive in-app rewards for viewing the ads.
>
> Learn more at docs.kodular.io

- Added new **StartApp Interstitial** component to *Monetization>Advertising* category *Improving StartApp integration, this component allows you to*

> StartApp Interstitial ⓘ
>
> A non-visible component that shows StartApp ads as full-screen advertisements.
>
> Learn more at docs.kodular.io

display StartApp interstitial

- Added new **In-App Update** component to *Experimental* category *Most people will find this component really useful, as it will automatically prompt users with a dialog when an update is available on Play Store*

In-App Update ⓘ

A non-visible component that lets the user download app updates from within the app.
Note: For this component to work correctly, set the MIN API to 21 (Android 5).

Learn more at docs.kodular.io

Moved Components

- Moved **Push Notifications** component to *Social* category *We think it was time to move it away from Experimental*

- Moved **Shell** component to *Utilities* category *This component has been working properly for months, so we placed it in its appropiate category*

- Moved **List View** component to new *Layout>Listviews* category

- Moved **List View Image and Text** component to new *Layout>Listviews* category

- Moved **Bottom Sheet** component to new *Layout>Views* category

- Moved **Chat View** component to new *Layout>Views* category

- Moved **View Flipper** component to new *Layout>Views* category

- Moved **Surface View** component to new *Layout>Views* category

- Moved **Web Viewer** component to new *Layout>Views* category

- Moved **Bottom Navigation** component to new *Layout>Navigation* category

- Moved **Side Menu Layout** component to new *Layout>Navigation* category

- Moved **Tab Layout** component to new *Layout>Navigation* category

- Moved **View Pager** component to new *Layout>Navigation* category

- Splitted **Lego Mindstorms category** into *Lego Mindstorms>Lego EV3* and *Lego Mindstorms>Levo NXT*

• Splitted **Monetization category** into *Monetization>General* and *Monetization>Advertising*
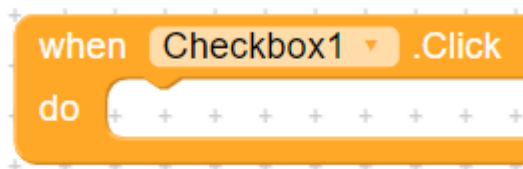
New Events

Screen

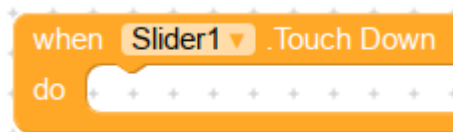• `Got Received Shared` : triggered when shared content is received
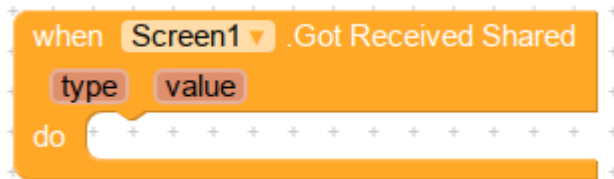
User Interface

• **Checkbox** component

  • `Click` : triggered only when an user interacts with a checkbox

• **Slider** component

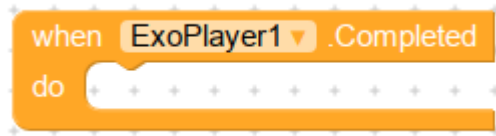 • `Touch Down` : triggered when an user touches the slider

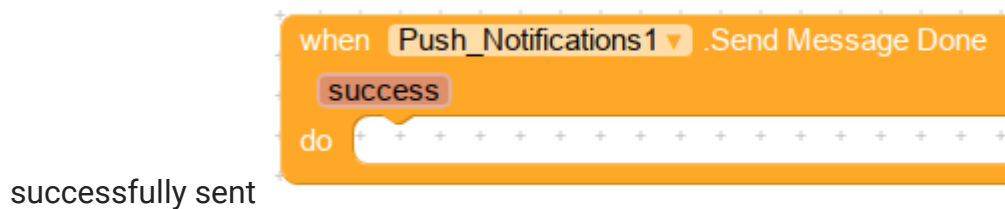 • `Touch Up` : triggered when an user releases the slider

Media

- **ExoPlayer** component

  - `Completed` : triggered when the track finishes reaches the end

    when ExoPlayer1 .Completed
    do

Social

- **Push Notifications** component

  - `Send Message Done` : triggered when the message has been

    when Push_Notifications1 .Send Message Done
    success
    do

    successfully sent

Connectivity

- **Download** component

 - `On Download Progress Changed` : triggered when the progress of a download changes

    when Download1 .On Download Progress Changed
    progress
    do
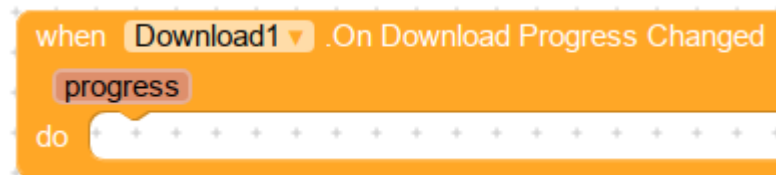
Google

- **Firebase Authentication** component

  - `Got Id Token` : triggered when Firebase gets the ID Token

    when Firebase_Authentication1 .Got Id Token
    id Token
    do
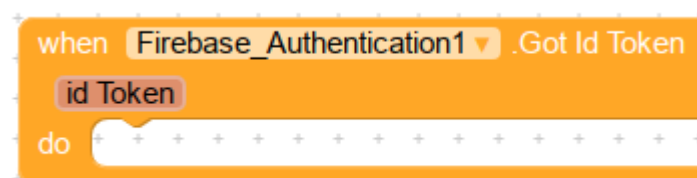
- `Reset Password Email Done` : raised once the email to reset password has been sent
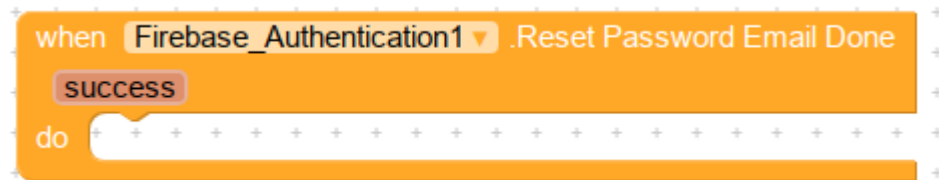
- **YouTube Player** component

  - `Initialized` : triggered when the component has been loaded and it's
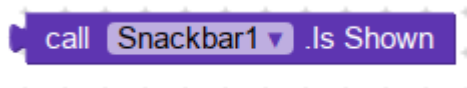

  ready

New Methods

User Interface

- **Snackbar** component

  - `Is Shown` : returns true when the snackbar is on the Screen

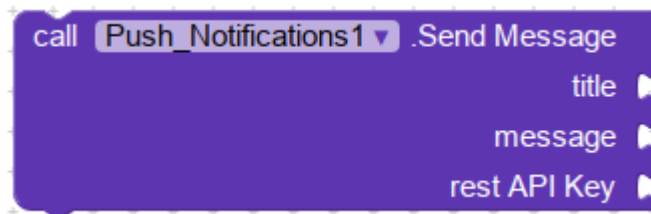**Layout>Navigation**

- **View Pager** component

  - `Remove All Tabs` : deletes all created tabs
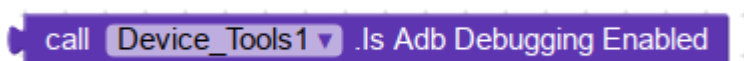
Social

- **Push Notifications** component

  - `Send Message` : sends a push notification to the subscribed users
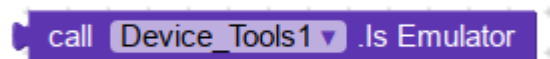

Utilities

- **Device Tools** component

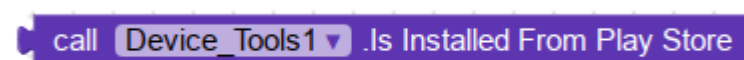 - `Is Adb Debugging Enabled` : returns true when the ADB debugging mode is active *Thanks to @Cian for this block*

  - `Is Emulator` : returns true when the app is running in an emulator

    Thanks to @Cian for this block

  - `Is Installed From Play Store` : returns true when the app was installed from Google Play Store *Thanks to @Cian for this block*
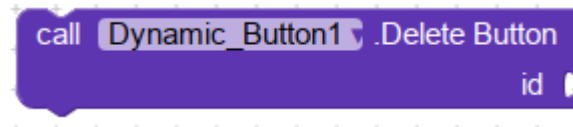

  - `Has Dangerous Apk Installed` : returns true when the user has apps like *Lucky Pather* or *Xposed Installer Thanks to @Cian for this block*
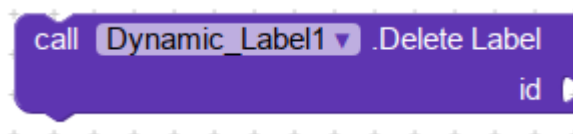

Dynamic Components

· **Dynamic Button** component

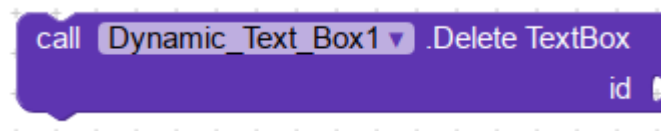 · `Delete Button` : deletes the given generated button

· **Dynamic Label** component

  · `Delete Label` : deletes the given generated label

· **Dynamic Textbox** component
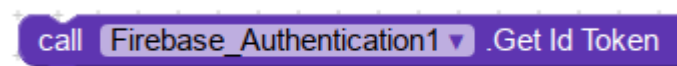
  · `Delete Textbox` : deletes the given generated textbox
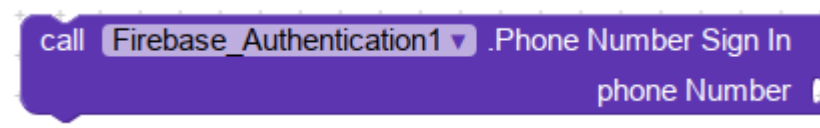

Google

· **Firebase Authentication** component

  · `Get Id Token` : retreives from Firebase the id for the current user

  · `Phone Number Sign In` : authenticates the user using the given phone number sending an OTP code

- `Send Reset Password Email` : sends an email to the user to change the password

- `Update Phone Number` : changes the user's phone number

- `Verify Email` : sends a confirmation email to verify user's email

address

- `Verify Phone Code` : checks if the given OTP code is valid

- **Firebase Remote Config** component

  - `Get Boolean` : returns a boolean value from Firebase

- **Google Maps** component

  - `Add Polyline` : inserts a polyline in the map and returns its id

  - `Get All Polyline Ids` : returns all available polyline ids on the map

- `Get Points From Json` : returns an object containing all points in a JSON string, which can be used in polylines

- `Remove Polyline` : deletes the given polyline from the map and returns true if it has been removed properly

- `Update Polyline` : updates the given parameter (`property Name`) to the given value (`points`) in a polyline, such as *points*, *width* and *color*

Experimental

- **Shell** component

  - `Is System User` : returns true when phone has enabled system user permissions *Thanks to @Cian for this block*

  - `Has Super User Apk Installed` : returns true when phone has installed super user apps, even if it is not rooted *Thanks to @Cian for*

  this block

New Properties

Screen

- `Drawer Arrow Icon Color` : sets the color of the drawer's arrow
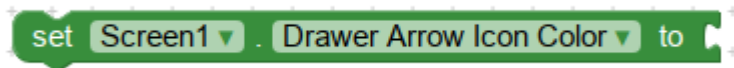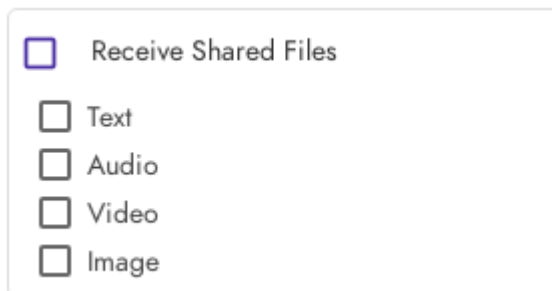
- `Navigation Icon Color` : sets the color of the drawer's icon
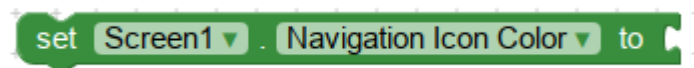
- `Options Menu Icon Color` : sets the color of the option's menu icon

- `Receive Shared Files` : allow receiving a type of files *Enabling this feature, your app will appear in the "Share To" menu when sharing this kind of content*

User Interface

- **Floating Action Button** component

  - `Call Fab Click Event When Label Clicked` : enables triggering the click event when clicking on the message

  - `Call Fab Click Event When Label Long Clicked` : enables triggering the click event when long-clicking on the message
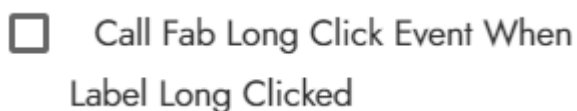
- `Hide Label When Clicked` : enables hidding the message when

  ☑ Hide Label When Clicked

  clicking on it

- `Hide Label When Long Clicked` : enables hidding the message when

  ☑ Hide Label When Long Clicked

  long-clicking on it

- `Show Label On Left Side` : shows the text message to the left of the

  ☑ Show Label On Left Side

  FAB

- `Label Background Color` : sets the background color of the text

  ⎡ Label Background Color ⎤
  | ⚫ #444444FF |

  message

- `Label Corner Radius` : sets the corner radius of the text message

  ⎡ Label Corner Radius ⎤
  | 8 |

- `Label Text` : enables and sets the text of the FAB's text message

  | Label Text |

- `Label Text Color` : sets the text color of the text message

  ⎡ Label Text Color ⎤
  | ○ #FFFFFFFF |

Layout>General

- **Card View** component

  - `Stroke Color` : changes the stroke's color of the card

    ⎡ Stroke Color ⎤
    | ⚪ #CCCCCCFF |

- `Stroke Width` : changes the stroke's width of the card

Utilities

- **Device Tools** component

  - `Get Device Id` : returns the Android ID of the device *Thanks to @Cian*

  for this block
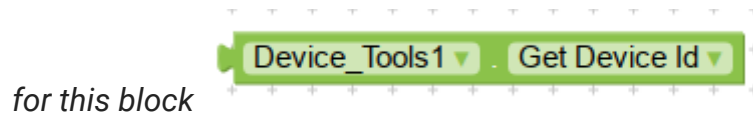
Monetization

- **Admob Interstitial** component

  - `Interstitial Commission` : specifies which ad network will be used to

  take the commission

- **Amazon Interstitial** component

  - `Interstitial Commission` : specifies which ad network will be used to

  take the commission

- **Facebook Interstitial** component

  - `Interstitial Commission` : specifies which ad network will be used to

  take the commission

- **Leadbolt** component

  - `Interstitial Commission` : specifies which ad network will be used to

  take the commission

- **Rewarded Video Commission** : specifies which ad network will be used

to take the commission

Deprecated Blocks

Monetization>General

- **In App Billing** component

  - **Initialize** : with the new library, it is no longer needed
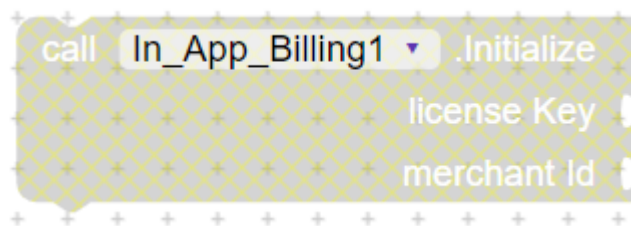
  - **Update Subscription** : with the new library, there is no function associated to it

Bugs Fixed

- Fixed **security issue** with **extensions** *Some malicious extensions were found by some users. These extensions were distributed as "remove commission from Kodular", when they actually took 100% to the extension's developer.* ***Apps containing this kind of extensions will fail to build.***

- Reduced by **0.2MB** the *APK Size*

- Only **Companion** should ask for write permission on start

- Improved **Crashlytics** performance

- Updated **Play Services** *libraries*

- Updated **Cloudinary** *library*

- Updated **OneSignal** *library*

- Updated **Facebook Ads** *libraries Currently using latest version (5.4.1)*

- Updated **StartApp** *library*

- Fixed **Navigation Bar** show/hide *visibility* bug

- Fixed **In App Billing** component; *it was not working*

- Fixed **Notifer** component which had some *Null Pointer Exceptions*

- **ExoPlayer** component supports now *loading sources from external card*

- **ExoPlayer** component supports now *loading sources from internal app data folder* `/storage/emulated/0/Android/data/YOUR_PACKAGE_NAME/cache/YOURFILE`

- Fixed **ExoPlayer** when playing something from *Audio Picker* selection

- Fixed **ExoPlayer** component which crashed with *Loop*

- Fixed **ExoPlayer** issue related to sound on start

- Fixed **Image** component which was not asking for *Read Storage permissions*

- Fixed **YouTube Player** issue which was not able to play videos instantly after loading them

- Removed *not needed libraries* for **Google Account Picker** component

- Lots of **minor bugs have been fixed**, improving performance
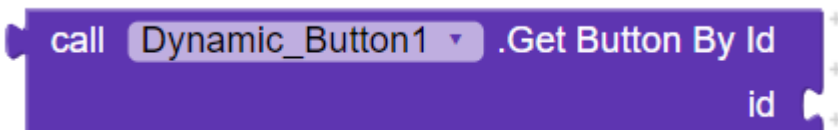

1.4.1 Eagle | *25 August 2019*

Major Changes

- **Commissions have been lowered down** a lot for a better earning rate *Use [this app](#) to check your current commission*
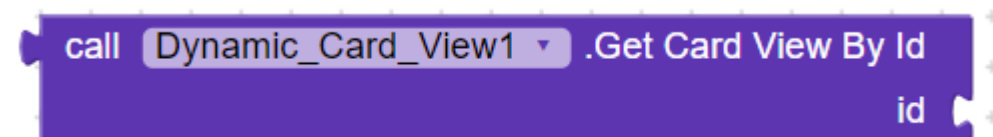
- **Reduced APK** size when using ad networks *without native commissions We now use Unity Ads by default, so lots of libraries have been removed*

New Methods
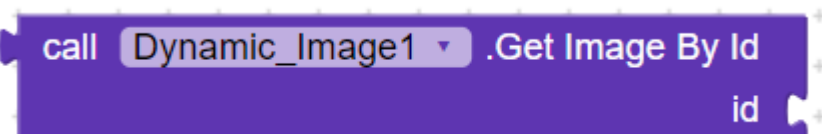
- **Dynamic Button** component

- `Get Button By Id` : returns the view containing the generated dynamic

  call Dynamic_Button1 ▾ .Get Button By Id
  id

  button
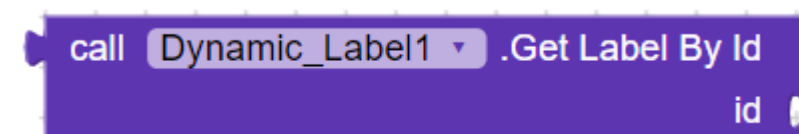
- **Dynamic Card View** component

- `Get Card View By Id` : returns the view containing the generated dynamic cardview

  call Dynamic_Card_View1 ▾ .Get Card View By Id
  id
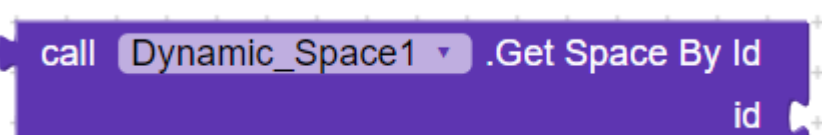
- **Dynamic Image** component

- `Get Image By Id` : returns the view containing the generated dynamic

  call Dynamic_Image1 ▾ .Get Image By Id
  id

  image

- **Dynamic Label** component

- `Get Label By Id` : returns the view containing the generated dynamic label

  call Dynamic_Label1 ▾ .Get Label By Id
  id

- **Dynamic Space** component

- `Get Space By Id` : returns the view containing the generated dynamic

  call Dynamic_Space1 ▾ .Get Space By Id
  id

  space

- **Dynamic Text Box** component

- `Get Text Box By Id` : returns the view containing the generated dynamic

textbox

Bugs Fixed

- **Card View** *stroke* has been set to 0 by default

- **Share-to-own-app** should only *appear once* on share menu
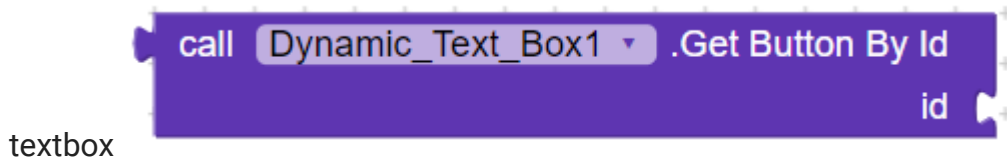
- **ArchTaskExecutor** *not found* error has been solved

- **Facebook Rewarded Video** reports *getCommission on a null object reference* is now fixed

- **Unity Interstitial** *commission was wrongly set* to a higher value than real one

- *Bug* in the new **Commission System** has been solved

- Bug in **Admob Banner** which *prevented them from loading* is now solved

- **ExoPlayer** problems with *Status Changed event* and *status methods* have been mitigated

- **Apps crashing randomly** due to *java.lang.RuntimeException: Unable to start activity ComponentInfo* is now resolved

- **Surface View** error related with *face recognition reporting wrong results* is fixed

- **ExoPlayer** *ask for permission bug* has been solved

- **Player** *does not need permission to read internal files*, so we removed it

- **WebView** (*and **YouTube***, *as it's a webview*) did *not work properly* on Android 9 *Fix from MIT App Inventor Team*

- Solved issue which *prevented* doing **right-click in inputs** to copy/paste text

- **File uploads** were *working incorrectly in Firefox*

- The **import template** option has been *temporarily removed You will hear more about this soon*

- **Hungarian language** did *not have translated blocks*, even though they were translated

- The *Device Id block* in **Device Utilities** component was not returning any value

1.4.2 Eagle | *22 September 2019*

Major Changes

- Improved **Blockly** performance *We've tweaked the way Blockly compiles, so your blocks will now load and run faster*

- Treated `com.appybuilder.email.app_name` as **default package for commission** *This keeps commission at 0% when using the equivalent AppyBuilder package name*

New Blocks

- Added **not-equal** to *compare texts* block

New Events

- Added **Got Value** event to *Push Notifications*
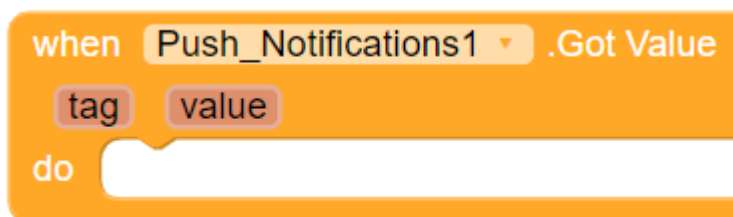
New Events

- Added **Get Value** method to *Push Notifications*
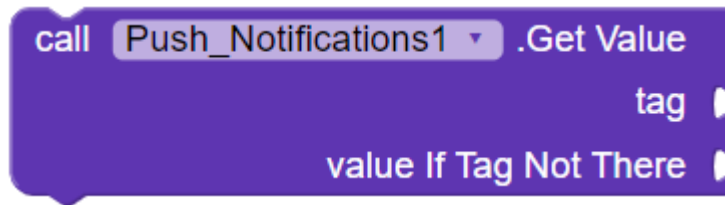
Bug Fixes

- Fixed broken **help URLs** in the Blocks Editor
- Fixed **Facebook Ads** components (currently using `audience-network-5.5.0`)
- Fixed issue with **Billing** events which were not being triggered
- **Push Notifications** component was crashing in some projects
    - Fixed *GetAvailableTags* & *GotAvaliableTags* in **Push Notifications**
    - Updated OneSignal library
- Fixed **Bluetooth Admin** bug which had previously broken the component
- Fixed empty dropdown
- Add internationalization to component block tooltips in Blocks Editor
- Fix REPL bug when switching to freshly opened projects
- [Fix missing tooltips in extension blocks](https://github.com/mit-cml/appinventor-sources/commit/aeaaea29a4f9aa32ba6ae061f422

1.4B.0 Eagle | *03 January 2020*

Major Changes

- New authentication system -- **Kodular Auth**. *How to login into Kodular? - Kodular Support*

- New account/projects management system -- **My Kodular**. *my.kodular.io*

- **Thunkable package names** are now handled the same as Kodular **default package names**. *Projects with package name* `com.thunkable.<email>.<app_name>` *will no longer incur extra commission for being custom package names.*

- Mentioning a project's ID in the hash of the Creator's URL will open it when the page loads.

- Added **new upgraded compilers**. *We now have 5 high-end compilers, which will build and export your fast much faster!*

- **Commission** levied on advertisement components can now be **removed via purchase**. *Commission Removal - Kodular Support*

- **Kodular branding** in the "About" section of projects can now be **removed via purchase**. *Branding Removal - Kodular Support*

- Support for **Adaptive Icons** has been added. *Add adaptive icons (#1888) · mit-cml/appinventor-sources@653d8d2 · GitHub*

UI Changes

- New **Performance Mode**. *This mode enhances Kodular's performance on devices with weak specifications. Tested to have improved performance by ~80% when working with very large projects. Enable it from the Settings Dialog > Appearance.*

- Product placement has been made more prominent. *The Creator is now titled "Creator" instead of "Kodular".*

- Closing the search palette will now also clear the textbox content.

- Blocks can now be expanded/collapsed on double click. *Make blocks collapse/expand on double click (#1809) · mit-cml/appinventor-sources@ad97f10 · GitHub*

- Deprecated blocks are now hidden in the toolbox. *Hide deprecated blocks · mit-cml/appinventor-sources@bbf9c58 · GitHub*

Companion Changes

- Companion now **occasionally shows ads** which can be **removed via purchase**. *Removal is a one-time purchase which can be made from within the app.*

- Companion now **displays its full version**. *The full version is now shown as opposed to only the first two digits being previously displayed.*

- Support for disabling events in the Companion has been added. *Support disabling events in the REPL (#1849) · mit-cml/appinventor-sources@43a74f9 · GitHub*

New Components

Palette components

- New **Custom Progress** component in User Interface.

  ┃┃╻ Custom Progress   ⓘ

  A visible component that indicates the progress of an operation using a range of indeterminate animations.
  Learn more at docs.kodular.io

- New **Grid View** component in Layout > General.

  ⊞ Grid View   ⓘ

  A visible component that groups other components in a two-dimensional, scrollable grid.
  Learn more at docs.kodular.io

. New **Gallery View** component in Layout > Views.

Gallery Viewer ⓘ

A visible component that groups
other components in a center-locked,
horizontally scrolling list.
Learn more at docs.kodular.io

• New **Hygrometer** component in Sensors. *Add environment sensors · mit-cml/*

Hygrometer ⓘ

A sensor component that can
measure the relative ambient air
humidity. Most Android devices do
not have this sensor.
Learn more at docs.kodular.io

appinventor-sources@f2554cf · GitHub

• New **Battery Utilities** component in Utilities.

Battery Utilities ⓘ

A non-visible component that
queries and monitors the device's
battery and its charging status.
Learn more at docs.kodular.io

•

Decoration ⓘ

A non-visible component that
modifies other components'
padding, margins, and other visual
properties.
Learn more at docs.kodular.io

New **Decoration** component in Utilities.

• New **Firebase Storage** component in Google.

Firebase Storage ⓘ

Firebase Storage to upload files to a
Firebase Storage Bucket
Learn more at docs.kodular.io

Parity components

Parity components will not be available in the Palette and are meant only to support projects imported from AppyBuilder.

- **Spacer** component.

- **Network Manager** component.

- **Google Spreadsheet** component.

- **Memory Info** component.

New Events

User Interface

- Web Viewer

  - New parameter "**value**" in the **Web View String Change** event of the Web Viewer component. *This parameter returns the new WebViewString value, a change of which originally invoked the event.*
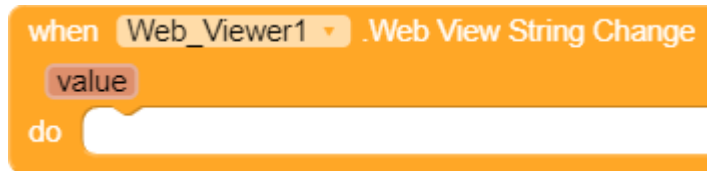
New Methods

User Interface

- **Button**

  - New **Set Animation Style** method. *Inserts an animated image inside the*

component.
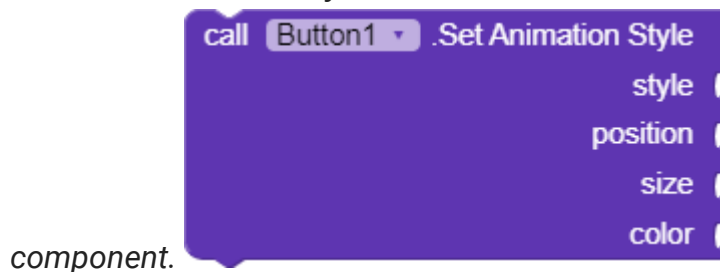
Date Picker

- New **Set Animation Style** method. *Inserts an animated image inside the*

component.
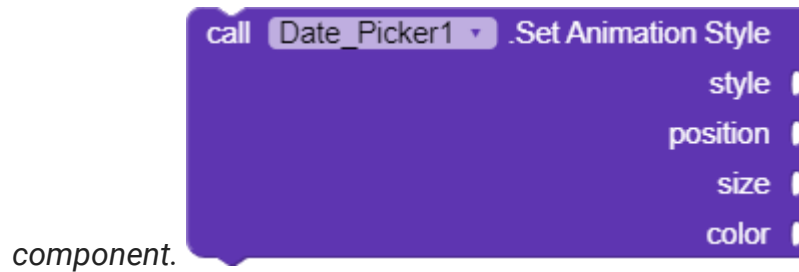
• Label

- New **Set Animation Style** method. *Inserts an animated image inside the*

component.

• List Picker

- New **Set Animation Style** method. *Inserts an animated image inside the*

component.

• Textbox

- New **Set Animation Style** method. *Inserts an animated image inside the*

component.

Time Picker

- New **Set Animation Style** method. *Inserts an animated image inside the*

```
call  Time_Picker1 ▾  .Set Animation Style
                                  style ▸
                               position ▸
                                   size ▸
                                  color ▸
```

component.

Media

- ### Audio Picker
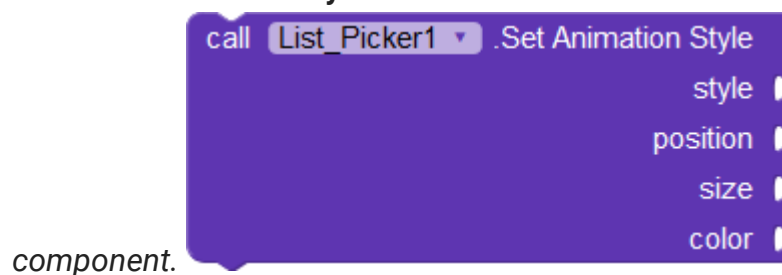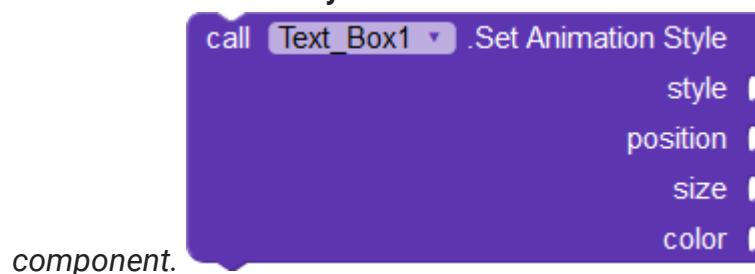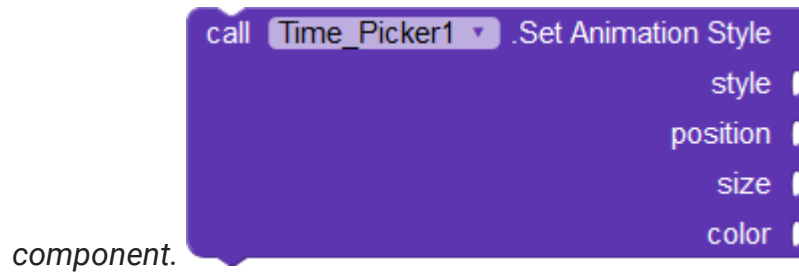
  - New **Set Animation Style** method. *Inserts an animated image inside the*

```
call  Audio_Picker1 ▾  .Set Animation Style
                                  style ▸
                               position ▸
                                   size ▸
                                  color ▸
```

component.

- ### Image Picker

  - New **Set Animation Style** method. *Inserts an animated image inside the*

```
call  Image_Picker1 ▾  .Set Animation Style
                                  style ▸
                               position ▸
                                   size ▸
                                  color ▸
```

component.

- ### Video Picker

  - New **Set Animation Style** method. *Inserts an animated image inside the*

```
call  Video_Picker1 ▾  .Set Animation Style
                                  style ▸
                               position ▸
                                   size ▸
                                  color ▸
```

component.
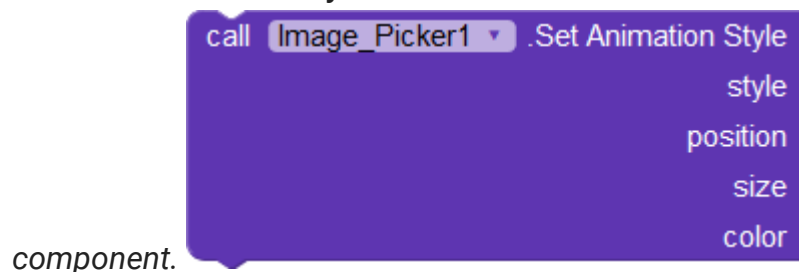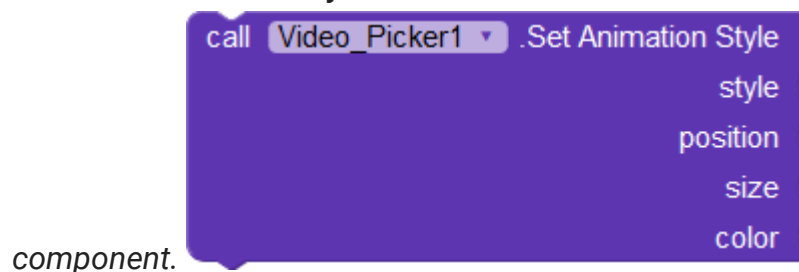
Drawing and Animation

• **Canvas**

    • New **Draw Polygon** method. *Draws an n-sided polygon in the canvas.*

```
call  Canvas1 ▾  .Draw Polygon
                       center X ▶
                       center Y ▶
                      num Sides ▶
                     poly Radius ▶
                   corner Radius ▶
                        rotation ▶
                            fill ▶
```
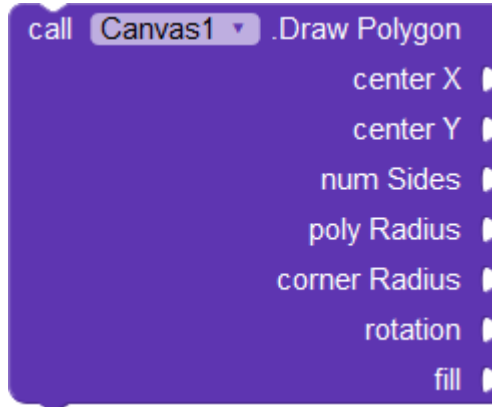
Social

• **Contact Picker**

    • New **Set Animation Style** method. *Inserts an animated image inside the*
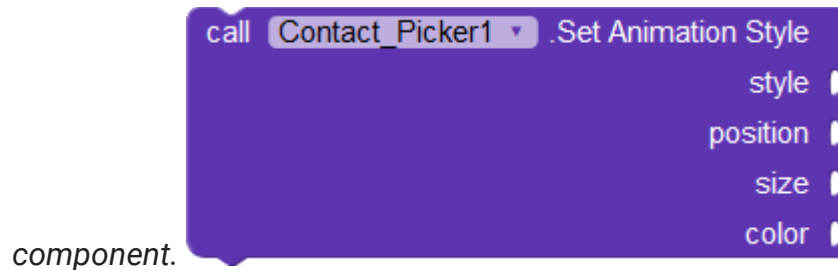
```
call  Contact_Picker1 ▾  .Set Animation Style
                               style ▶
                            position ▶
                                size ▶
                               color ▶
```

component.

• **Email Picker**

    • New **Set Animation Style** method. *Inserts an animated image inside the*

```
call  Email_Picker1 ▾  .Set Animation Style
                              style ▶
                           position ▶
                               size ▶
                              color ▶
```

component.

Phone Number Picker

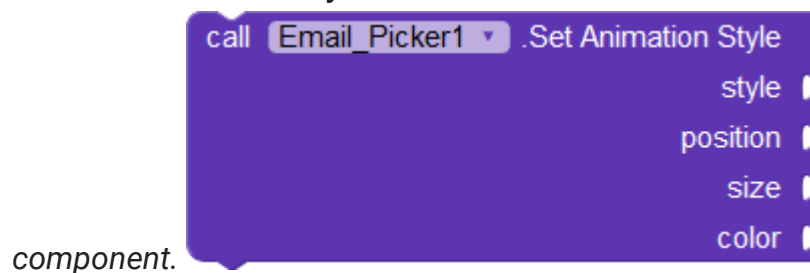- New **Set Animation Style** method. *Inserts an animated image inside the*

  component.
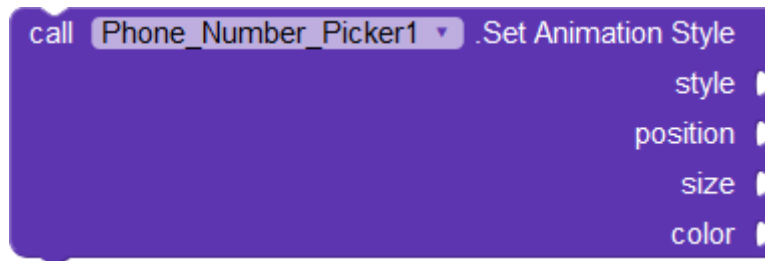
Connectivity

- **Network**

  - New **Is Wifi Connection** method. *Returns true if the device is currently connected to WiFi, false otherwise.*
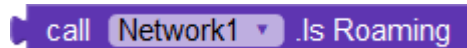

  - New **Is Mobile Connection** method. *Returns true if the device is connected to a mobile network, false otherwise.*

  - New **Is Fast Connection** method. *Returns true if the current connection speed is greater than 400kb/s.*

  - New **Is Roaming** method. *Returns true if using roaming; false otherwise.*

New Properties

User Interface

- **Notifier**

  - New **Linkify** property. *Allows disabling auto-hyperlinking of URLs and phone numbers.*
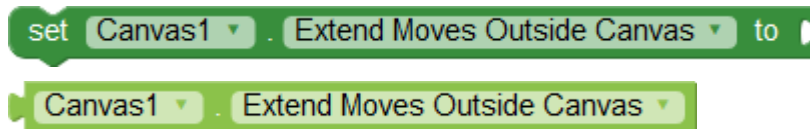

Drawing and Animation

- **Ball**

  - New **Origin At Center** property. *Add OriginAtCenter property to Ball · mit-cml/appinventor-sources@d2083ab · GitHub*

- **Canvas**

  - New **Extend Moves Outside Canvas** property. *Ignore any canvas move events that are outside of the canvas borders · mit-cml/appinventor-sources@4e7df34 · GitHub*

Maps

- **Circle**

  - New **Fill Opacity** property. *Support fill-opacity/stroke-opacity for map features (#1859) · mit-cml/appinventor-sources@fca2c24 · GitHub*

  - New **Stroke Opacity** property. *Support fill-opacity/stroke-opacity for map features (#1859) · mit-cml/appinventor-sources@fca2c24 · GitHub*

- **Line String**

  - New **Fill Opacity** property. *Support fill-opacity/stroke-opacity for map features (#1859) · mit-cml/appinventor-sources@fca2c24 · GitHub*

Fill Opacity

1.0

set Circle1 . Fill Opacity to ⌐ Circle1 . Fill Opacity

- New **Stroke Opacity** property. *Support fill-opacity/stroke-opacity for map features (#1859) · mit-cml/appinventor-sources@fca2c24 · GitHub*

Stroke Opacity

1.0

set Line_String1 . Stroke Opacity to ⌐
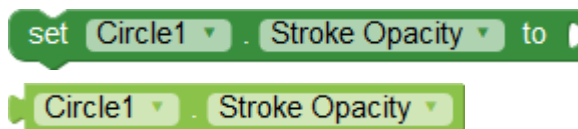
Line_String1 . Stroke Opacity

- **Marker**

  - New **Fill Opacity** property. *Support fill-opacity/stroke-opacity for map features (#1859) · mit-cml/appinventor-sources@fca2c24 · GitHub*

  Fill Opacity

  1.0

  set Marker1 . Fill Opacity to ⌐ Marker1 . Fill Opacity

  - New **Stroke Opacity** property. *Support fill-opacity/stroke-opacity for map features (#1859) · mit-cml/appinventor-sources@fca2c24 · GitHub*

  Stroke Opacity

  1.0

  set Marker1 . Stroke Opacity to ⌐

  Marker1 . Stroke Opacity

- **Polygon**

  - New **Fill Opacity** property. *Support fill-opacity/stroke-opacity for map features (#1859) · mit-cml/appinventor-sources@fca2c24 · GitHub*
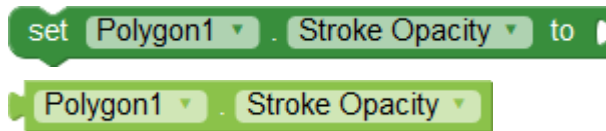
  Fill Opacity

  1.0

  set Polygon1 . Fill Opacity to ⌐ Polygon1 . Fill Opacity

New **Stroke Opacity** property. *Support fill-opacity/stroke-opacity for map features (#1859) · mit-cml/appinventor-sources@fca2c24 · GitHub*

Stroke Opacity
1.0

set Polygon1 . Stroke Opacity to

Polygon1 . Stroke Opacity

· **Rectangle**

· New **Fill Opacity** property. *Support fill-opacity/stroke-opacity for map features (#1859) · mit-cml/appinventor-sources@fca2c24 · GitHub*

Fill Opacity
1.0

set Rectangle1 . Fill Opacity to

Rectangle1 . Fill Opacity

· New **Stroke Opacity** property. *Support fill-opacity/stroke-opacity for map features (#1859) · mit-cml/appinventor-sources@fca2c24 · GitHub*

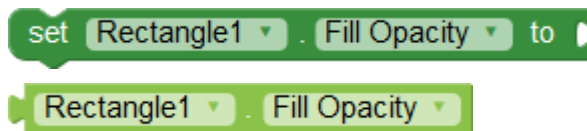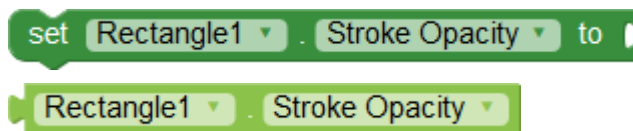Stroke Opacity
1.0

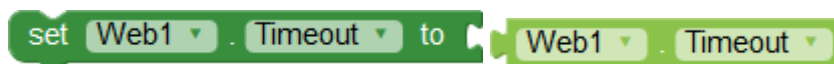set Rectangle1 . Stroke Opacity to

Rectangle1 . Stroke Opacity

Connectivity

· **Web**

· New **Timeout** property. *Add Timeout property to Web component · mit-cml/appinventor-sources@28e898d · GitHub*

Timeout
0

set Web1 . Timeout to   Web1 . Timeout

Monetization > Advertising

- **Unity Ads Interstitial**

  - New **Placement ID** property *Allows for Rewarded Videos to be placed in*

    Placement ID

    Unity Ads.

Sensors

- **Pedometer**

  - Deprecated **Pause** method. *Remove Redundant Pedometer Resume and Pause methods (#1907) · mit-cml/appinventor-sources@fbd7536 · GitHub*

  - Deprecated **Resume** method. *Remove Redundant Pedometer Resume and Pause methods (#1907) · mit-cml/appinventor-sources@fbd7536 · GitHub*

Bugs Fixed

- Issue with **Status and Navigation Bar dark icons**. *Status Bar dark icons and Navigation Bar dark icons can now be set simultaneously.*

- Inability to enter **negative and decimal numbers**. *The TextBox and Notifier components now accept negative and decimal numeric inputs.*

- Issue with **Background Color of Card Views**. *Updates to backgrounds of Card View components now reflect correctly in the display.*

- Issue with **File Upload Cancel event** in the Web Viewer component. *Apps no longer crash when this event is invoked.*

- **Lottie animations** do not load. *The Lottie library has been updated and animations now load as expected.*

- Issue with **AES 128** and **AES 256** algorithms in the Cryptography component. *The algorithms now return the correct encodings regardless of the length of keys used.*

- Issue with **MD5 algorithm** in the Cryptography component. *The MD5 algorithm has been updated and now reports the correct encoding.*

- Issue with **Arduino icon** in Knight and Bliss themes. *The icon has been updated and now better reflects the original Arduino logo.*

- Failure to invoke the **Download Progress event** in the Download component. *The Download component now correctly reports the progress of the download.*

- **AdColony library** version. *The component's library has been updated to its latest version.*

- Issue with **Facebook ads and Monetization approval**. *All apps using Facebook ads now require approval before they can be monetized.*

- Issue with **exposed API keys**. *The exposed API keys concerned have been removed, and the Google Play Store should no longer show API key warnings on apps made with Kodular.*

- Fabric deprecation. *Fabric libraries have been removed from Kodular apps. Kodular apps are now smaller in size.*

- MIT Security vulnerability. *A security hole in the MIT App Inventor system has been patched up; more details will be published soon.*

- Issue with **Android Oreo Web Viewer** layout size. *The Web Viewer now loads with the correct sizing even after the first refresh.*

1.4B.1 Eagle | 04 January 2020

Major Changes

- Changed some links pointing to old Kodular Account *They now point to My Kodular*

Companion Changes

- Added **new launcher icon** *It now sports a fancier icon in your mobile desktop*

- Fixed ads removal purchase which were not flagged as one-time *We have refunded all purchases; you can buy them again*

New Events

- **Firebase Storage** component
  - `Upload Success` : added new *download Url* parameter

New Methods

- **Cryptography** component
  - `Generate AES 128 Key` : creates a random secure key to use with AES-128
  - `Generate AES 256 Key` : creates a random secure key to use with AES-256

Bugs Fixed

- Fixed **naming components** on their creation
- Fixed issue with **Performance mode** and *Blocks editor*
- Fixed *adaptative icons* crashing using the **Task Description** block
- Fixed *animation issue* in **Button-based** components and **Progress Bar** component
- Fixed *NullPointerException* in **Card View** component
- Fixed **In-App Purchases** component which was not making one-time purchases

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Last update: January 26, 2020