## Release Notes (3.15, January 2018)

Can get the CX and CY values from rectangular objects.

Text now includes FontSize as a set/get property, and you get get the Text value. Setting g.Text to a string will replace each “\n” in the string with a real new-line. This lets to make multi-line text boxes on the screen.

Graphics supports events for pointer Pressed, Moved and Released. When you call g.SetPressed (“functionName”, “arg”) and then tap the screen, the function you specified will be called arguments (g, x, y, “arg”) where “arg” is whatever value you passed in originally. There are similar functions for g.SetReleased(“functionName”, “arg”) and g.SetMoved (“functionName”, “arg”). You will usually use different functions for each of these.

Rectangular objects have a CX and CY for the object’s X and Y center. You can set and get these values. You can also rotate an object obj.Rotate = radians where 0 is to the right and positive values rotate couter-clockwise (like they go in your geometry class). Can also set CXD and CYD which are the CX and CY Offsets. This value is a portion of the width and height and is normally .5