

Open Exhibits SDK Release Notes

Version 2.6.0

Release Date: 16 April 2013

New Features

- 2D LEAP integration
- Starling support
- TweenMax integration
- Database-driven rendering
- New and improved CML expression attributes, selectors, and template renderers
- Open GML binding infrastructure allows use of any framework or input type
- New and improved UI elements and components including:
 - Accordion
 - Model3D
 - Drawer
 - Dock
 - FlickrQuery
 - Hotspot
 - ProgressBar
 - SlideshowViewer
 - ScrollPane
 - ScrollBar

Changelog

- *ADDED*: Slideshow can now run in reverse as well as forward
- *FIXED*: ScrollPane's width and height can now be properly set
- *FIXED*: ScrollPane now accepts any display object for scrolling
- *FIXED*: Width, height, and other properties can now be properly set in Dial
- *ADDED*: RadioButtons can now be used for pagination in components
- *ADDED*: RadioButtons can now accept displayObjects for up and down states
- *ADDED*: Gigapixel now has a visibilityRatio property that can be set to determine how much the gigapixel image fills the screen
- *ADDED*: Gigapixel now has a zoom property to set starting zoom
- *ADDED*: Gigapixel now has a panTo method that allows users to programmatically pan the gigapixel image
- *ADDED*: Gigapixel now has read-only properties to retrieve viewport location
- *ADDED*: Button can now use "tap" as an event.
- *CHANGED*: BetweenAS3 replaced with TweenMax
- *CHANGED*: Input degradation from touch to mouse is now off by default (use auto)
- *CHANGED*: Runtime key no longer required
- *ADDED*: auto property to GestureWorkCore class
- *CHANGED*: Gesture input types can now be turned on simultaneously

- *CHANGED*: GWTouchEvent auto-selects between mouse/tuio/native touch input types
- *CHANGED*: TouchSprite / TouchMovieClip overrides addEventListener for GWTouchEvent
- *ADDED*: Leap 2D support
- *ADDED*: leap2D property to GestureWorksCore class
- *ADDED*: VirtualTouchObject class
- *ADDED*: Starling input flag to assist in configuring touch for the Starling Framework
- *ADDED*: SlideshowViewer component class
- *CHANGED*: GraphicFactory now extends TouchContainer
- *CHANGED*: VideoFactory now extends TouchContainer
- *ADDED*: Components now allow multiple back and fronts
- *ADDED*: Text size toggle feature for all Components
- *ADDED*: Components can now link multiple backs and fronts to index
- *ADDED*: toBitmap() method in DisplayUtils class
- *ADDED*: getAllChildrenByType() and getAllChildren() methods in DisplayUtils class
- *ADDED*: Text to bitmap methods for Text class
- *ADDED*: ProgressBar element
- *ADDED*: Media components now accept progress bar
- *ADDED*: Forward and next button support for AlbumViewer
- *ADDED*: MenuAlbum for tap and drag-and-drop selection
- *ADDED*: Album accessor to item at current snap point
- *ADDED*: Added background to Album belt
- *ADDED*: CML object state support
- *ADDED*: Load, save, tween CML object states
- *ADDED*: Improved RenderKit support for CMLParser
- *ADDED*: dataRootTag attribute to Renderer tag
- *FIXED*: Include tag now works in RenderKit
- *FIXED*: RenderKit expression attributes now work inside of RenderKit
- *CHANGED*: RendererData and RenderKit tags now optional when using external dataPath
- *ADDED*: Drawer element class
- *ADDED*: Model3D element class
- *ADDED*: Accordion element class
- *ADDED*: Hotspot element class
- *ADDED*: Dock element class
- *ADDED*: FlickrQuery element class
- *CHANGED*: Flickr now loads images through the BitmapFactory.
- *ADDED*: Pre-preprocess stage for CMLParser
- *ADDED*: Improved expression attributes in CML
- *ADDED*: Database queries for CollectionViewer
- *ADDED*: Flickr Database support for CollectionViewer
- *ADDED*: Collective Access Database support for CollectionViewer
- *ADDED*: Filter support for CML
- *ADDED*: Bevel filter class
- *ADDED*: Blur filter class
- *ADDED*: DropShadow filter class
- *ADDED*: Glow filter class
- *ADDED*: Alpha transitions to all layouts
- *ADDED*: Tween algorithms (exponential, quadratic, etc.) to all layouts

- *ADDED*: Layouts can center items in rows and columns
- *ADDED*: Layout continuousTransform flag to either reset or increment transformation properties (on by default).
- *ADDED*: Layout exclusion list to omit specific objects of the container from the layout application
- *ADDED*: Layout scale and rotate attributes to apply to all involved children
- *ADDED*: Layout cacheTransform flag to either reuse or recreate child transforms for each reapplication
- *ADDED*: Layout easing attribute to specify easing equations
- *ADDED*: document class for DOM accessor methods to CML objects
- *ADDED*: as3Query library for jQuery style CML selectors
- *ADDED*: AttractKit class
- *ADDED*: Improved functionality in StageKit
- *ADDED*: Public access to embedded TUIO library
- *ADDED*: CML Object cloning in AS3
- *FIXED*: Zombie point from clusterBubbling causing errors in gesture transformations
- *ADDED*: dropShadow property on ElementFactory
- *FIXED*: OpenZoom now uses an affine scale
- *CHANGED*: ChildList extrapolated and now extends LinkedMap
- *ADDED*: Native iterators and array notation support for LinkedMap
- *ADDED*: Native iterators and array notation support for List
- *CHANGED*: Arrays of List class are now type Vector
- *ADDED*: ColorUtils class
- *CHANGED*: Removed ComponentKit class
- *CHANGED*: propertyStates method of CML objects deprecated to state
- *CHANGED*: Removed LibraryKit class, now handled internally by CML parser
- *ADDED*: LoaderFactory class

Known Issues

- TLF loaded through CML does not support css styles
- Rotating an object with boundary_filters in GML set for the current gesture seems to rotate the boundaries allowing for an object with boundaries to be dragged offscreen
- boundary_filters on "n-drag" and "n-manipulate" only affect the upper-left hand corner of the object
- GML cluster point number settings for TAP gesture cause tap events to fire continuously on touch
- Enabling capture flag parameter on event registration breaks GWGestureEvents
- Can't assign gestureList to CML objects in AS3
- Embedded CML application swfs don't work with CML parsing
- searchChildren method fails on deeply nested CML Objects

Version 2.5.3

Release Date: 2 February 2013

Changelog

- *FIXED*: CML include tag incorrectly ordering the display list under certain nesting conditions
- *FIXED*: CML RenderKit not found by Parser when RenderKit is child of CML root
- *CHANGED*: Gestureworks license agreement

Version 2.5.2

Release Date: 30 January 2013

Changelog

- *FIXED*: Taps not working in the Simulator
- *FIXED*: ClusterBubbling error when touchsprite contains non-touchsprite child
- *FIXED*: CML include tag incorrectly ordering the display list
- *ADDED*: AlbumViewer linking to link back and front Album objects providing individual info panels for each item
- *ADDED*: Album loop mode to allow continuous scrolling of items
- *ADDED*: Album dimension settings to display more than one item at a time
- *ADDED*: Exposed settings to enable interaction of Album items
- *CHANGED*: Improved ScrollPane and ScrollBar UI elements
- *ADDED*: GML examples

Version 2.5.1

Release Date: 31 December 2012

Changelog

- *FIXED*: MX package import errors on CML.swc

Version 2.5.0

Release Date: 18 October 2012

Changelog

- *ADDED*: Text (TextElement) now supports HTML text through CML
- *ADDED*: Button (ButtonElement) can now toggle nested buttons
- *CHANGED*: Button (ButtonElement) init attribute changes to initial
- *BUG FIX*: collection viewer failed hit tests
- *ADDED*: album UI Element
- *ADDED*: key UI Element
- *ADDED*: tab UI Element
- *ADDED*: tabbed container
- *ADDED*: touch keyboard
- *ADDED*: album viewer component
- *ADDED*: fan, pile, point, and random layouts
- *ADDED*: CloneUtils class
- *CHANGED*: layouts support tween-to-position
- *CHANGED*: containers can store a list of local (child) layouts to apply but can still apply global (external) layouts
- *CHANGED*: display objects can be assigned directly to button element states
- *ADDED*: Toggle class
- *ADDED*: Switch UI Element
- *ADDED*: Dial UI Element
- *ADDED*: input attribute to TextFactory
- *ADDED*: livevideo element
- *ADDED*: ScrollBar class
- *ADDED*: Stepper class
- *ADDED*: draw commands to graphics class
- *ADDED*: microphone class
- *ADDED*: camera class
- *ADDED*: livevideo viewer
- *ADDED*: Scrollpane
- *ADDED*: OrbMenu
- *ADDED*: Net status events and dispatch events to video class
- *ADDED*: DropDownMenu UI element
- *ADDED*: Flickr UI element
- *ADDED*: FlickrViewer
- *ADDED*: Magnifier UI element
- *ADDED*: MaskContainer UI element
- *CHANGED*: MaskImageViewer
- *ADDED*: ModestMap UI element
- *ADDED*: ModestMapMarker UI element
- *ADDED*: ModestMapView
- *ADDED*: Slideshow UI element
- *ADDED*: WAV UI element
- *ADDED*: WavPlayer

- *ADDED*: WaveForm utils
- *ADDED*: YouTube UI element
- *ADDED*: YouTubeViewer
- *ADDED*: ExampleTemplate GML utils
- *CHANGED*: Gigapixel UI element
- *CHANGED*: GigapixelViewer
- *CHANGED*: MP3 UI element
- *CHANGED*: MP3Player
- *CHANGED*: Panoramic UI element
- *CHANGED*: PanoramicViewer

Version 2.1.7

Release Date: 27 June 2012

Changelog

- *CHANGED*: onStageEvent has changed from a private method to a protected method of the Component class
- *ADDED*: over property on ButtonElement class (currently only works for mouse events)
- *FIXED*: gesture release event firing early
- *FIXED*: Tap gesture unreliable
- *FIXED*: Hold early firing
- *ADDED*: processing_rate attribute to GML global param
- *FIXED*: CollectionViewer offscreen/repopulate algorithm more precise

Version 2.1.6

Release Date: 13 June 2012

Changelog

- *FIXED*: simulator, point add and remove and display. Now works when supportstouch = true
- *FIXED*: debugger gesture name display, removed duplicate gesture properties
- *FIXED*: TouchMoviClip gesture processing
- *ADDED*: touch-move caching on all point objects, global time interval gesture analytics, decouple from rendering frame rate.
- *ADDED*: n-manipulate gesture, combines, n-drag,n-scale and n-rotate into a single gesture
- *ADDED*: clusterBubbles variable to replace clusterBubbling variable
- *CHANGED*: moved gesture based cluster matching out of kinematic
- *ADDED*: preloading to CML ImageList, ImageSequence, and ImageSlideshow classes

Version 2.1.5

Release Date: 6 June 2012

Changelog

- *FIXED*: gesture start, complete and end reset correctly
- *ADDED*: n-tap, n-double_tap and n-triple_tap functionality. Now only fires when n specified events occur, note: if n=0 batch events are fired
- *FIXED*: tap, double_tap and triple_tap now have arbitrary names in GML
- *FIXED*: Event time and time between events can now be set in GML for tap gestures
- *ADDED*: Complete n-hold gesture control
- *ADDED*: Integrated HOLD gesture processing into kinematic class
- *ADDED*: Improved TUIO implementation for AIR including CML components and elements

Version 2.1.4

Release Date: 17 May 2012

Changelog

- BUG FIX: Touch simulator (except debugger)
- ButtonElement: added "down", "up", and "over" methods for auto-switching between touch and mouse depending on capabilities
- Added CML object BackgroundKit, which auto-centers nested content within the stage
- BUG FIX: Collection Viewer amountToShow property displaying wrong number

Version 2.1.3

Release Date: 3 May 2012

Changelog

- The first parameter of the getClass() method of childlist/LinkedList is now of type Class rather than string representation of class
- Added getKeyArray() and getValueArray() methods to childlist/LinkedList
- Added auto-size feature to ButtonElement class, which resizes ButtonElement to largest element size within the button
- TUIO is now supported in AIR
- Added amountToShow property to CollectionViewer
- Added animateIn property to CollectionViewer
- BUG FIX: added GestureWorksGML_Flex.swc for Flex based applications to resolve conflict with GestureWorksGML.swc and Flex
- implemented parallel clustering, clusterbubbling boolean
- implemented gesture broadcasting via targetList
- implemented gesture targeting via target
- partial implementation of custom gesture types

Version 2.1.2

Release Date: 10 April 2012

Changelog

- Added CML support for ImageList, ImageSequence, and ImageSlideshow element
- Added close method to ImageElement/BitmapFactory
- Component class moved to the com.gestureworks.cml.components package
- Removed LabelElement class from framework
- Removed PreloaderElement class from framework
- Removed EvalButton class from framework
- Added MaskImageViewer component
- Added PanoramicViewer component
- Added MediaViewer component