

# Version 1.4.2.1 (12/5/2023)

## Bug fixes:

Solved bug where in some cases program gets stuck when loading .isui file.

Solved bug where title border was placed in the center.

Solved bug where using selection area (with shift) to select items inside a panel, would result in selection of the highest panel.

# Version 1.4.2.0 (2/5/2023)

## New features:

Added possibility of selecting objects inside a selection area. The selection area can be created with the mouse when "SHIFT" key is pressed. When the "SHIFT" key or mouse button is released, the selection will stop.

Changed mouse actions on selected item. Mouse actions will now be applied to all selected items instead of only on the item where the mouse is pressed. This will allow to move or resize all selected items with the mouse.

Improved input fields/buttons focus such that <tab> jumps to the appropriate next input field/button. This makes it easier to change properties of items.

Improved editing of fields. When the text in a field is changed, such as property settings, the new value will be applied when this field loses focus, e.g when <tab> is pressed or when another item is pressed with the mouse.

Added possibility to move selected items by pressing the arrow keys (also arrow keys on numpad).

Changed trial version conditions. Files created during trial period can only be used with URcap license of trial period. To use a file with the full license, the file will need to be opened and saved in a Builder version with a full license version.

Added popup notification when variable name is more than 15 characters. The name can be more than 15 characters, but then know that you will not be able to create it in UR program using an assignment but rather using script.

Added variable name check. Variable name cannot start with a \_ or number, also special characters are not allowed. Furthermore, when the name has more than 15 characters, an informative popup will appear. However, the software will still allow variables with names longer than 15 characters. Then these variables cannot be created in PolyScope with an assignment, but will have to be created using script.

## Bug fixes:

Solved bug in selector panel where in some cases subcomponents were not brought to the front.

Solved bug where item position change was not done correctly if the item was selected. In some cases the item would “jump” to another position.

Solved bug where in some cases the key combinations, like <ctrl> + <c>, didn’t work.

Solved bug of Window disappearing after browsing for image for Label item.

Solved bug where layer position was not read in correctly from file.

## Version 1.4.1.0 (23/3/2023)

### New features:

Added option to use the Builder for free up to max 8 items.

Added check icon to menu item “Variables” to indicate if the panel is already open or not.

### Bug fixes:

Solved bug that occurred when multiple selected items were deleted.

Solved bug where deactivation code was placed above license info.

Solved bug where license info was in some cases not entirely visible.

Solved bug that occurred when a panel or layered pane was copied. The child items of this component were still linked to the original item resulting in unexpected behaviour when the original panel was relocated.

## Version 1.4.0.0 (17/3/2023)

### New features:

Added possibility to have multi line text by using “\n”

Component type visible in properties panel

Drag and drop implemented for lib components

In structure window, added possibility for multi item selection drag and drop

Progress bar implemented for loading and saving of file as well as for loading license at startup

Progress bar implemented for browsing image

Added notification if selected image file size is larger than 10 MB

Added contact page

Implemented hyperlink action when pressing an email address (in license and contact window). The application will try to automatically open the default mail application, else will copy the mail address to the clipboard

Implemented setting panel with option to restrict components to inside the parent boundaries

Implemented check if components are inside parent boundaries if setting is set to restrict object to inside parent boundaries. A popup will appear asking if the application has to reposition/resize the components or leave them. If chosen to leave them, the components will relocate/resize automatically if they are either moved, resized, parent is changed or parent is removed or resized.

Change item selection visualisation. A red dotted border is now drawn around the object instead of the object border itself, if the item is visible. If the item is invisible, no selection border will be drawn.

Added feature that selected item will be brought to the front, if item is visible.

Added shortcut to unselect all selected items by pressing the "ESC" key.

## Bug fixes:

Fixed bug clear variable list on new file and load file

Fixed bug in expired commuted license is still valid

Fixed bug in some cases that license server IP address and port are not visible when connected

Fixed bug resizing when window becomes too small

Fixed bug of long wait before window appears when application is started. Application opens directly at start of program before license and file are loaded

Fixed bug of deleting label component and undo delete action resulted in label not having the original image

Fixed bug of possibility of not unique ID on adding new object. This could occur if an object from a type was given the default name of another type.

Fixed bug if item is placed in itself. For instance if for a panel the parent is given the id of the item itself.