

Key: [Opt] = Optimization
[Fix] = Bug Fix
[Afx] = Alpha or Beta fix. Fix for a problem recently introduced.
[Imp] = Improvement on bug, but problems may still exist
[New] = New Feature
[Chg] = Changes Previous Functionality
[Kis] = Known Issue
[Wrk] = WorkAround
[WrB] = WorkAround broken as a result of bug fix.
[Nlr] = No Longer Reproducible, Reason Unknown.
Usually a consequence of some other fix.
[Tip] = Insight into the design of a feature, suggests possible uses.
[Nte] = Note
[Dep] = Deprecated
[Pat] = Describes a backwards compatibility issue.
[Ref] = Major refactoring, functionality should be identical to previous.

2005 Release 4:

- [Fix] [All] Bounds3D: LineIntersection and LineSegmentIntersection now work correctly in all cases; previously, they would return invalid results for some inputs.
- [Fix] [IDE] Code Editor: Find Next (as well as Replace & Find Next) now works correctly for search strings that are only one character long. (Feedback ID: wgyvbiay)
- [Fix] [IDE] Code Editor: Undo and redo are less greedy, and now selects the text when undone or redone.
- [Fix] [IDE] Code Editor: When deleting code from the end of a method, the line at the bottom of the code editor is now erased properly. The code was deleted in previous versions, but the editor was not being updated properly.
- [Fix] [IDE] Code Editor: When selecting an entire line, the code editor no longer selects the beginning of the next line.
- [Fix] [IDE] Code Editor: When showing or hiding the declaration area, the code editor scrollbar updates appropriately.
- [Fix] [IDE] ComboBox: AutoComplete now shows up (works) again in the properties list.

- [Fix] [IDE] Container Controls: No longer need to be moved before being properly parented. (Feedback ID: svvqujhi)
- [Fix] [IDE] Control Parenting: Fixed a problem where controls on container controls could lose their parenting if the container control had PagePanels within PagePanels and a window containing an instance of the container control was opened in the IDE before editing the container control itself.
- [Fix] [IDE] Debugger: Breakpoints can now be set again after breaking more than once.
- [Fix] [IDE] Exporting: Exporting a folder will now append the proper extension for the items within the folder.
- [Fix] [IDE] External Items: All external items are saved when the project is saved. This is a return to the Release 2 behavior.
- [Fix] [IDE] External Items: Should now be much better about relocating items when the relative paths to the items from the project have changed.
- [Fix] [IDE] External Items: When importing a project from 5.5, the alias data on the Mac is used again.
- [Fix] [IDE] Focus: When switching between tabs, the focus is retained more reliably. E.g., when the focus is in the code editor before running, after the run tab closes, the focus will be in the code editor still.
- [Fix] [IDE] Form Editor: Better handles laying out pagepanels within pagepanels.
- [Fix] [IDE] Form Editor: When duplicating (or copying and pasting) controls that belong to a control array that have at least one event implemented, the project no longer has stray items in the code editor, and potentially compilation issues.
- [Imp] [IDE] Language Reference: Language Reference has been updated.
- [Fix] [Win] MessageDialog: No longer displays the close, minimize and maximize buttons.

- [Fix] [IDE] Plugins: Constants inside of modules that are from plugins are now Public instead of Global.
- [Fix] [All] RbScript: RbScript no longer misinterprets the value of any context object property whose type is Double. (Feedback ID: gclmzaso)
- [Chg] [IDE] Revert To Saved: Now reloads from disk rather than unwinding the undo stack.
- [Fix] [Lnx] SELinux: The Linux IDE, as well as built Linux apps, can now run on Linux systems with SELinux (Security Enhanced Linux) enabled.
- [Fix] [Win] StaticText: No longer clips when resized in the window editor.
- [Fix] [Win] StaticText: No longer has redraw issues when changing the text.
- [Fix] [Win] StaticText: No longer leaks memory when assigning to the Text or Caption properties. (Feedback ID: bxuouyty)
- [Chg] [Win] StaticText: StaticText rolled back to pre-r3 implementation.
- [Fix] [Win] StaticText: The MouseDown event no longer fires multiple times for a single click, (Feedback ID: lxpzhmi)
- [Fix] [All] Thread: App.SleepCurrentThread now functions properly even if there's only a single thread.

This also fixed App.DoEvents not properly yielding time back to the OS and your application consequently eating up 100% of the CPU. (Feedback ID: ygqwlxkn)
- [Fix] [Win] Trimesh Textures: Are no longer flipped in the y-axis when built for Windows.
- [Fix] [IDE] XML Files: Projects with encrypted items are handled better when exporting to XML.
- [Fix] [IDE] XML Files: Properties containing attached notes are now properly imported from XML.

[Fix] [IDE] XML Files: When reading in an XML window, class, or module, properties that are public no longer are lost. (Feedback ID: nrwllkhv)