



APL+Win Version 16.0.05 Beta
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This document contains version history information for this APL+Win 16.0.05 Beta. Please report any problems or comments pertaining to this beta to support@apl2000.com. Any enhancements and features described herein is subject to change in the production release of APL+Win 16.1.

Note: This beta will expire on or about July 29, 2016.

APL+Win 16.0.05

Bug Fix

In version 16.0 and earlier, enabling and disabling a Label control with the enabled property did not fire the onPaint handler.

Enhancements

1. Additional speedup to the Float + Float, Float – Float and Float x Float primitive operations as much as 10 times faster than in the previous beta once you get up to at least 1000 elements. For 100 or less elements, the speedup is not as dramatic only about twice as fast.
2. New “APL2000 Draw Control” item in the Help menu for opening the help file for the APL2000 Draw ActiveX control.

C# Script Engine (CSE)

Changed the error message associated with the valid value range of the CSE tracelevel property from Limit Error to Domain Error.



APL+Win 16.0.03

Bug Fix

1. APL+Win 16.0 could crash when opening a numeric editor session and then trying to access the Edit\Control Structure Keywords or Edit\Outlining menus. A similar thing could happen on some machines also when opening a numeric editor session and then pasting or clicking the Edit menu.
2. The `eval` system function did not support hexadecimal and binary numbers.
3. APL+Win 15.1 and newer incorrectly interpreted binary notations with a non-boolean (0 or 1) digit instead of reporting a SYNTAX ERROR. For example,

```
0b1234
1 234
```

should've resulted in a SYNTAX ERROR.

4. When selecting two cells in APL Grid version 6 and newer, pressing the arrow key once in the direction of the drag cell did not dismiss the selection and move the active cell to the drag cell (or the cell that was previously the end of the selection).
5. In APL+Win 16.0, a comment region block in the function editor did not collapse and expand from a selection made in the Edit\Outlining menus or when typing their corresponding shortcut keys
6. In APL+Win 16.0, after collapsing all regions in the function editor, clicking on any line with a conditional control structure clause like `:if` or `:for` could then become expanded in some instances.



Enhancements

3. Implemented speedups to the scalar primitive functions plus (+), minus (-), and times (×) on floating point arguments for the normal use cases of these functions, not the special cases such as when an axis is used to iterate through non-conforming arrays.
4. The [Session]SearchSelOnly configuration setting can be added to the APLW.INI to control the setting of the "Selected Text Only" option in the Find and Replace dialogs when started with text selected (tagged) in the session. These are the possible values:

| <u>Value</u> | <u>Meaning</u> |
|--------------|----------------------------------------------|
| 0 | Do not check the "Selected Text Only" option |
| 1 (default) | Do check the "Selected Text Only" option |

The message: "Reached end of selected text; search to end of text?" will be displayed when the search string is not found in the selected text while the "Selected Text Only" option is in effect (enabled).

5. An optional left argument to specify the line separator sequence has been extended to the CM and CN system functions.

Example 1:

```
        DISPLAY ':' cm 'APL:is:easy!'
+-----+
↓APL |
|is  |
|easy!|
+-----+
        DISPLAY ':,' cm 'APL: IS, EASY'
+-----+
↓APL |
| IS |
| EASY|
+-----+
```



Example 2:

```

      DISPLAY ':' □CN 'APL:is:easy!'
+-----+
| +>--+ +>--+ +>-----+ |
| |APL| |is| |easy!! | |
| +----+ +---+ +-----+ |
+ε-----+
  
```

```

      DISPLAY ':,' □cn 'APL: IS, EASY'
+-----+
| +>--+ +>--+ +>-----+ |
| |APL| | IS| | EASY| | |
| +----+ +----+ +-----+ |
+ε-----+
  
```

C# Script Engine (CSE)

Enhancements

1. CSE 'Init' and 'InitSTA' methods: CSE-selected port#

These CSE methods have been enhanced so that when the port# argument is not specified, the CSE will automatically select a port# which can be used to communicate with an instance of the SignalR server. The CSE starts the search for an available port# with the default port# 10999, incrementing the port# by 1 and skipping port numbers that are already in use by other servers. When a port number is specified by a programmer, the CSE methods will attempt to communicate with an instance of the SignalR server using that port number.

2. CSE handling of closed SignalR server

If the SignalR server is closed externally to the APL+Win session which instantiated it, this will be detected by that APL+Win session. Any subsequent command sent to the script engine will result in an error message indicating the server cannot be found.

3. CSE 'SetValue' and 'GetValue' methods with Scalar Text

When an APL+Win text scalar is used to set the value of a .Net variable of object type using the CSE 'SetValue' method and that value is subsequently queried using the CSE 'GetValue' method, the value will remain a scalar.