

# Release Notes



## ELIPS|Studio3

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## 1 Purpose & Scope

This document is the release note of ELIPS Studio 3 beta 7 (build 3.0.1.342-089). This document describes the content of the delivery, its changes versus previous releases if applicable, and the known issues up to date.

This release has some limitations (see section below). We thank early adopters for taking time in providing as much feedback as possible through the forum.

## 2 Release Summary

This delivery is a beta release of ELIPS Studio 3 product.

This release is targeting ELIPS Studio 3 beta program users wanting to develop apps for Windows Mobile, Symbian, iPhone and Android, on Windows or Mac.

### Important Note:

Read carefully the section 2.3 – *Important Notes*, to understand the compatibility problems and the necessary steps before installing and using this release.

### 2.1 General Information

<b>Release name</b>	ELIPS Studio 3 beta 7
<b>Release build number</b>	3.0.1.342-089
<b>Desktop OS</b>	Windows XP, Windows Vista, Windows 7 Mac OSX 10.5 (Leopard) and 10.6 (Snow Leopard)
<b>Supported Mobile Platforms</b>	iPhone OS 3.0 and above Windows Mobile 6.0, 6.1 and 6.5 (Standard & Professional) Symbian / S60 5 <sup>th</sup> ed, 3 <sup>rd</sup> ed FP1 & FP2 Android 1.6, 2.0, 2.1 and 2.2
<b>Release date</b>	July 8th, 2010
<b>Release content</b>	ELIPS Studio installer: Windows: ELIPS_STUDIO_3_0_1_342_089.exe Mac: ELIPS_STUDIO_3_0_1_342_089.pkg (zipped)

### 2.2 New features in this release

- **Splash screen customization** on iPhone and Android, see the “Edit by platform” settings for more details
- **Android native extensions** now available on **MacOSX**
- **Navigation model** mapped to native widgets on **Android**
- **Build:** possibility to build a project for its current selected device only
- **Mac:** simulation of device rotation
- Bug fixes and enhancements, more details in the change description below

### 2.3 Important Notes

A license manager has now been integrated into Beta 7, in preparation for our commercial release.

When you launch ELIPS Studio, a popup window will prompt you to login using your developer zone account. All user accounts still have access to all features in Beta 7, equivalent to the future Professional license. Note that license activation requires you to be online, otherwise ELIPS Studio falls back into “offline” mode. While in Beta, though, this does not make a difference.

If you do not have an account, you can now create it directly from ELIPS Studio

## **2.4 Features planned for next release**

Refer to the Download page, on the developer zone.

## **2.5 Known limitations in this beta release**

- ELIPS Studio 3 has been validated on Windows XP 32bit, Windows 7 32bit and 64bit and MacOSX workstations. It may work properly with other OSes but tests are still on-going.
- The build time of an application package for mobile may be up to several minutes. It will be improved in the future.
- Mac: You can simulate your application, but the device form-factor simulator is not available for now on Mac. Application is still simulated exactly the same way as on Windows, with the correct screen size, but it is not contained in a form-factor device, and does not allow clicking on the devices keys. You can now however rotate the device to simulate a device orientation change.
- `getEntryString()` function is buggy on iPhone: it opens a full screen text entry window which does not rotate, whereas the keyboard rotates. Inline text entries do not have the same issue, and are working correctly.
- Refer to the section 4 - *Detailed Release Notes: Detailed known Issues*, for a complete list of known issues

## 3 Detailed Release Notes: Difference from Last Release

### 3.1 User requested enhancement(s) and additional features since last release

ID	Component	Summary
<a href="#">22728</a>	Platform Native Runtimes (WinMob Symbian etc)	[Native Mapping / Android] Have a way to get a View from a UIComponent
<a href="#">22855</a>	Flex Builder Plugin	Add a way to customize splash screen  <b>Additional Information:</b> Customization of splash screen is now possible for iPhone and Android. Put an image called ELIPS_Splash_Screen_Portrait.png and/or ELIPS_Splash_Screen_Landscape.png in resources folder. It can be set depending on platform and screen size (variant management).

### 3.2 Other enhancement(s) and additional features since last release

ID	Component	Summary
<a href="#">22015</a>	Platform Native Runtimes (WinMob Symbian etc)	[Android] support splash screen at application startup
<a href="#">22428</a>	Platform Native Runtimes (WinMob Symbian etc)	[Android] Map Navigation model to native widgets (with native menu, back key)
<a href="#">22545</a>	Platforms specific Tools (packager sign etc.)	[Symbian] Copy the ".sis" and the ".sisx" in the output folder  <b>Additional Information:</b> When publishing, the unsigned ".sis" needs to be sent, so it should be copied in the output, and not only the signed ".sisx" used to test on device.
<a href="#">22639</a>	OP AIR simulator	[MAC] Ability to rotate the device in simulation  <b>Additional Information:</b> A button has been added in the simulator on Mac enabling to simulate a device rotation.
<a href="#">22836</a>	Flex Builder Plugin	Build Buttons are confusing: we need to automatically detect that an app has some native extension for a given platform and trigger or not its native extension build mode  <b>Additional Information:</b> There are now 2 build buttons: - build for all platforms: this will build the selected project for all platforms enabled in the project configuration - build for current platform: this will build the selected project for the platform corresponding to the currently selected device
<a href="#">22859</a>	Platforms specific Tools (packager sign etc.)	[MAC] Support Android Native Extension on MacOSX
<a href="#">22884</a>	Platform Native Runtimes (WinMob Symbian etc)	[Android] Implement SystemAPI::setScreenRotation()
<a href="#">22887</a>	OP Flex SDK	Add a navigation widget: mob:TabNavigator  <b>Additional Information:</b> mob:TabNavigator is used to replace ViewStack+ToggleButtonBar so that ToggleButtonBar will be displayed either above or below the ViewStack depending on the platform. On Android, it uses TabHost native widget to display ToggleButtonBar. Implemented only on iPhone and Android.

### 3.3 User reported bug(s) fixed since last release

ID	Component	Summary
<a href="#">22306</a>	Platform Native Runtimes (WinMob Symbian etc)	[Android] [TextInput/TextArea] textChanged event must not be fired when the text is set with textInput.text=...
<a href="#">22498</a>	Flash / Flex Cpp Runtime	Some symbols are present twice (or more) in the runtime
	<b>Additional Information:</b> A crash happened when -all_load flag was set for iPhone compilation in XCode.	
<a href="#">22586</a>	AS to Cpp Compiler	[AS3 Issue] Wrong order of instance fields initialization in constructor
<a href="#">22656</a>	AS Core Cpp Runtime	Array.sortOn() doesn't compile in C++ when the returned value is used
<a href="#">22726</a>	Platform Native Runtimes (WinMob Symbian etc)	[Android 2.1] Crash after 5 iterations of addChild / removechild
<a href="#">22784</a>	AS to Cpp Compiler	Java OutOfMemoryError when compiling a big project with embedded OTF fonts
<a href="#">22805</a>	AS to Cpp Compiler	Compilation error when setting Label.text += Atom
	<b>Additional Information:</b> Sample code for which the generated code fails to compile: var lab:Label = new Label(); var a:* = "abc"; lab.text += a;	
<a href="#">22828</a>	Platform Native Runtimes (WinMob Symbian etc)	[Android] UIcatalog : back button is not working correctly (focus issue?)
<a href="#">22852</a>	Platform Native Runtimes (WinMob Symbian etc)	[Android] getDeviceID doesn't work on HTC Evo 2.1
<a href="#">22871</a>	Platform Native Runtimes (WinMob Symbian etc)	[REGRESSION] Cannot load "data" URLs
<a href="#">22876</a>	Flash / Flex Cpp Runtime	copyPixels() crash on Android
<a href="#">22892</a>	Flash / Flex Cpp Runtime	[REGRESSION] Performance issue with fonts
<a href="#">22895</a>	AS to Cpp Compiler	wrong code generated when using a member variable of type Vector.<int>

### 3.4 Other bug(s) fixed since last release

ID	Component	Summary
<a href="#">22277</a>	Platform Native Runtimes (WinMob Symbian etc)	[Android] [TextInput] AUTO_CORRECTION is set when it shouldn't
<a href="#">22278</a>	Platform Native Runtimes (WinMob Symbian etc)	[Android] [TextInput] Text is wrapping although it should be a single line
<a href="#">22529</a>	Platform Native Runtimes (WinMob Symbian etc)	[Android] closing function not called when exiting an Android application
	<b>Additional Information:</b> It may cause side effects, like not stopping the GPS or not sending the closing event when the application exits	
<a href="#">22557</a>	Platforms specific Tools (packager sign etc.)	[Symbian] Fail to generate package when the Application Name contains special characters
<a href="#">22580</a>	Platforms specific Tools (packager sign etc.)	[iPhone] Fail to open XCode project when the application name contains an apostrophe

	etc.)	
<a href="#">22596</a>	Doc and Installer and Tools Packaging	Installation Summary does not list the Flash Builder Directory
<a href="#">22606</a>	Platform Native Runtimes (WinMob Symbian etc)	[Android][Focus] Sometimes the focus is lost and cannot be recovered with the trackball
<a href="#">22822</a>	OP Flex SDK	[List] Selected background in the list is too small when rotating the screen
	Additional Information: Reproduced in UICatalog: after rotating the screen from portrait to landscape, the background width is not extended to the whole screen width.	
<a href="#">22832</a>	Platform Native Runtimes (WinMob Symbian etc)	[iPhone] mob:screen updated in portrait mode when iPhone is laid down ("face up"), and was in landscape mode
<a href="#">22845</a>	Platform Native Runtimes (WinMob Symbian etc)	[iPhone] [mob:List] When using UIComponents in the dataProvider, some items disappear when scrolling fast
<a href="#">22849</a>	OP Flex SDK	UI Catalog in Simulation: pressing "Show text entry" generates an Adobe AIR error
<a href="#">22858</a>	Platform Native Runtimes (WinMob Symbian etc)	[Android] showNativeStatusBar doesn't work on Android
<a href="#">22875</a>	Platforms specific Tools (packager sign etc.)	[iPhone] Can't build on iOS 4 SDK
<a href="#">22879</a>	Flash / Flex Cpp Runtime	BitmapData::draw() doesn't handle clipping
<a href="#">22889</a>	Flash / Flex Cpp Runtime	URI parameters with upper case chars in URLVariables are wrongly encoded
<a href="#">22929</a>	Flex Builder Plugin	Building a project using internationalization fails the second time with a makefile error

### 3.5 Changes that Impact Compatibility

No compatibility issue when upgrading from Beta 5 or Beta 6 to Beta 7. If you are upgrading from a release prior to Beta 5 (before 3.0.1.284), please check Beta 5 release notes.

## 4 Detailed Release Notes: Detailed known Issues

### 4.1 Known issues applicable to all platforms

ID	Component	Summary
<a href="#">18185</a>	AS to Cpp Compiler	C++ compilation error when a class overrides a function of Object (hasOwnProperty, propertyIsEnumerable, setPropertyIsEnumerable, isPrototypeOf, toString, valueOf) with a custom prototype.
<a href="#">19057</a>	AS Core Cpp Runtime	No exception thrown for infinite recursion, but crash
<a href="#">19076</a>	AS Core Cpp Runtime	No exception thrown when wildcard/filter operator is used on non-XML object  <u>Additional Information:</u> as3.Expressions.QualifiedReferences.FilterOperator  var object=[{a: 1, b: 2, c: 3}]; var names = object.(a==1);  The following exception should be thrown: TypeError: Error #1123: Filter operator not supported on type Array.  ---  as3.Expressions.QualifiedReferences.WildcardOperator  var object = {a:1, b:2, c:3}; var names = object.*;  The following exception should be thrown: ReferenceError: Error #1081: Property * not found on Object and there is no default value.
<a href="#">19096</a>	AS Core Cpp Runtime	Accessing the constructor property dynamically fails on Object (Object['constructor'] is not defined)
<a href="#">19521</a>	Flash / Flex Cpp Runtime	Timer implementation differs from Adobe timer behavior.  <u>Additional Information:</u> When timer is created in Elips3, it behaves differently than Adobe timers because: - small timer resolution are not working (a 5 ms timer will fire after 20 ms) - in normal implementation, when a timer is started, the time needed to compute the current frame is included within the timer time, it is not included in Elips3.0.
<a href="#">19651</a>	AS Core Cpp Runtime	Cannot add a dynamic property on an object which value is a Class  <u>Additional Information:</u> var obj = Math; obj.toto = 3; trace(obj.toto); => should be 3 ... but is undefined trace(obj == Math); => true trace(obj === Math); => true trace(obj.prototype === Math.prototype); => true
<a href="#">20488</a>	Flash / Flex Cpp Runtime	File.openAsync() is very slow when writing file byte per byte
<a href="#">20540</a>	AS to Cpp Compiler	Unexpected generated code when affecting a nested function called "Function"
<a href="#">20612</a>	Flash / Flex Cpp Runtime	[Effect] Duration of the fade effect is longer in C++ than AS
<a href="#">20671</a>	AS Core Cpp Runtime	Flash Dictionary Class: setPropertyIsEnumerable is not working
<a href="#">20813</a>	OP Flex SDK	penDown and penUp events not received on Canvas
<a href="#">20840</a>	AS to Cpp Compiler	Harmless warning is issued when a double is converted to an integer  <u>Additional Information:</u>

	The following warning may be issued when compiling generated code if a double value is converted to int: warning C4244: 'argument' : conversion from 'double' to 'int', possible loss of data However, the behavior is the same as in ActionScript.	
<a href="#">21018</a>	Flash / Flex Cpp Runtime	The TouchEvent event is incorrectly sent when clicking on a transparent area of a UIComponent
<a href="#">21135</a>	Flash / Flex Cpp Runtime	FocusManager : the focus rectangle drawn around focused widget is hidden by other widgets
<a href="#">21267</a>	AS Core Cpp Runtime	Boolean.toString() returns the wrong value when using Object.prototype.toString
	<b>Additional Information:</b> Boolean.prototype.toString = Object.prototype.toString; var s:String = (new Boolean()).toString(); => returns "[object Boolean]" instead of "false";	
<a href="#">21269</a>	AS Core Cpp Runtime	"delete s.length" where s is a String should throw Error #1120
	<b>Additional Information:</b> "delete s.length" where s is a String should throw Error #1120. In generated C++, it returns true without throwing any exception.	
<a href="#">21317</a>	AS Core Cpp Runtime	Object.prototype.valueOf == Function.prototype.valueOf is false instead of true
<a href="#">21374</a>	AS to Cpp Compiler	try / catch outside package generates code which does not compile
	<b>Additional Information:</b> try { ... } catch { ... } directly put in the global object (outside package and outside any function) generates uncompileable C++ code.	
<a href="#">21378</a>	AS to Cpp Compiler	Compilation fails when accessing Vector.<*>.prototype
<a href="#">21382</a>	AS Core Cpp Runtime	Error #1056 is thrown instead of Error #1037 when trying to assign toString property on a primitive type
<a href="#">21383</a>	AS Core Cpp Runtime	Array.prototype.toString() should return [object Array] when using Object.prototype.toString
<a href="#">21406</a>	OP Flex SDK	Setting the background image on the list / group list doesn't work
<a href="#">21481</a>	Flash / Flex Cpp Runtime	The second parameter of startDrag() function (the rectangle bounds) is not working
<a href="#">21482</a>	OP Flex SDK	showNativeStatusBar attribute doesn't trigger the simulator
<a href="#">21577</a>	OP Flex SDK	[TextInput] Setting a background Image doesn't work
<a href="#">21607</a>	OP Flex SDK	Touchscreen handling in widgets: focus should be taken only at mouse click (or pen down) event
<a href="#">21627</a>	Flash / Flex Cpp Runtime	Button keeps the active style when pen moves out of its bounds
<a href="#">21668</a>	OP Flex SDK	Alert should force width if message is too long
	<b>Additional Information:</b> In case the message is too long, it's going out of the screen	
<a href="#">21669</a>	OP Flex SDK	verticalScrollPolicy="on" for a Canvas forces child to be aligned to the bottom
<a href="#">21715</a>	OP Flex SDK	[List] Can't interact with a list item once it's selected
<a href="#">21728</a>	OP Flex SDK	When specifying a width or height of image, the other dimension should be computed automatically
<a href="#">21742</a>	OP AIR simulator	The application window is not visible
<a href="#">21911</a>	AS to Cpp Compiler	When using "Vector", we need to import __AS3__.vec.Vector manually in ELIPS SDK, this is not the case in standard AS3
<a href="#">21912</a>	Flash / Flex Cpp Runtime	[List] style is not applied to title on the top
<a href="#">21953</a>	OP Flex SDK	[List] Wrong scrolling when items have different heights
<a href="#">21958</a>	OP Flex SDK	TextArea does not scroll
<a href="#">21961</a>	OP Flex SDK	[List] Style issues when using List with sections
	<b>Additional Information:</b> Style is not properly applied to section title in the List	

<a href="#">21989</a>	Flash / Flex Cpp Runtime	drawCircle is clipping the circle when the coordinate of the center is smaller than the radius
<a href="#">22024</a>	Flex Builder Plugin	Package fails to build when Application Name uses non-Latin language
<a href="#">22186</a>	Platforms specific Tools (packager sign etc.)	Application crashes at startup on WM 6.5 emulator
<a href="#">22211</a>	Platform Native Runtimes (WinMob Symbian etc)	dropTarget not working on platforms
	<b>Additional Information:</b> Problem to copy data when dropping one UIcomponent into another, on iPhone/WinMob	
<a href="#">22229</a>	OP AIR simulator	Geolocation event is not sent from the simulator
	<b>Additional Information:</b> 'Failed to send request' popup is displayed when trying to send Geoloaction event from the simulator	
<a href="#">22241</a>	OP Flex SDK	mob:List Scroll bar is visible if there is no elements in it, or not enough elements to scroll
<a href="#">22266</a>	Flex Builder Plugin	Build doesn't stop when an error occurs
<a href="#">22298</a>	OP Flex SDK	HTML.data is not working correctly
<a href="#">22310</a>	MXML Compiler	Some classes like TextFieldAutoSize are compiling in FlexBuilder although they are not part of Elips Studio 3
<a href="#">22341</a>	Flash / Flex Cpp Runtime	lineTo "closes" the drawing path when it shouldn't
<a href="#">22372</a>	Flex Builder Plugin	Swig_module_init not found
	<b>Additional Information:</b> Several beta users have "Swig_module_init not found" message when trying to launch ELIPS for Flex Builder	
<a href="#">22378</a>	Platform Native Runtimes (WinMob Symbian etc)	Mask is not working on iPhone
<a href="#">22422</a>	OP AIR simulator	Need to kill adl.exe sometimes when starting the OP AIR Simulator
<a href="#">22459</a>	Platform Native Runtimes (WinMob Symbian etc)	get_entry_string is limited to 8192 characters
<a href="#">22553</a>	Flex Builder Plugin	Compilation fails when the project name starts with a digit
	<b>Additional Information:</b> Example: project name is "123test". Generated code fails to compile: "error: expected identifier before numeric constant"	
<a href="#">22565</a>	Flash / Flex Cpp Runtime	[WinMob/AIR] textChanged should not be fired when pressing "Cancel"
<a href="#">22578</a>	OPD (OpenPlug Device)	Simulator: Generic WM6 Pro 240x400 device is 400x240 instead of 240x400
<a href="#">22593</a>	Platform Native Runtimes (WinMob Symbian etc)	[VideoDisplay][Symbian][Winmob] Video is not removed from the screen
<a href="#">22652</a>	OP Flex SDK	Menu.as handles the back key on the key down
	<b>Additional Information:</b> it should be on key up	
<a href="#">22663</a>	OP Flex SDK	[TextInput] User cannot enter text on device with no touch screen
<a href="#">22683</a>	OP Flex SDK	focusPane lost after SystemAPI.getEntryString
<a href="#">22684</a>	AS Core Cpp Runtime	Array.sortOn does not work on dynamic properties
<a href="#">22685</a>	OP Flex SDK	changing dataprovider dynamically on a "itemTouchTap" event can crash
<a href="#">22716</a>	OP Flex SDK	[ToggleButtonBar] The event "itemClick" should be fired when pushing a button
<a href="#">22740</a>	OP Flex SDK	[ScreenStack] Need a way to know that the current screen has changed
<a href="#">22758</a>	OP Flex SDK	"EM Got Move and ignoring" trace
	<b>Additional Information:</b>	

	"EM Got Move and ignoring" may be printed in traces from the Events Manager. There is no known issue nor wrong behavior associated to this trace.	
<a href="#">22768</a>	Flash / Flex Cpp Runtime	When the mx:Text is inside a Canvas and is bigger than the Canvas then the text is not displayed
<a href="#">22880</a>	OP Flex SDK	Multitouch is not accurate enough
<a href="#">22903</a>	AS to Cpp Compiler	wrong code generated when using a static member variable of type Vector.<int>
<a href="#">22969</a>	Flex Builder Plugin	Compilation does not stop when AS to C++ compilation fails
<a href="#">22975</a>	Flash / Flex Cpp Runtime	"label.visible = false" doesn't hide the label
<a href="#">22981</a>	Flash / Flex Cpp Runtime	Wrong clipping for mob:List when calling BitmapData.draw()
<a href="#">23009</a>	License Manager	Can't login with Chinese username

## 4.2 Known issues specific to Windows Mobile

ID	Component	Summary
<a href="#">21089</a>	Platform Native Runtimes (WinMob Symbian etc)	[WinMob] TouchEvent sizeX and sizeY are not accurately set
<a href="#">21889</a>	Platform Native Runtimes (WinMob Symbian etc)	[WinMob][store] red key should not shutdown the application  Additional Information: Red key is not supposed to shutdown the application but rather to put it in the background so it appears in the task list.
<a href="#">22199</a>	Platforms specific Tools (packager sign etc.)	[WinMob] cab corrupted when its size is more than 128MB  Additional Information: When the cab file becomes bigger than 128MB, it is corrupted and can not be installed on a device.
<a href="#">22208</a>	Platform Native Runtimes (WinMob Symbian etc)	[WinMob] SystemAPI.playVideoFile on an http url opens the web browser instead of media player
<a href="#">22281</a>	Platform Native Runtimes (WinMob Symbian etc)	[WinMob] Application only works once when installed in "My Memory" on Samsung I8000 Omnia II  Additional Information: The application starts the first time, then crashes from the second time. Only reproduced on Samsung I8000 Omnia II.
<a href="#">22560</a>	Platforms specific Tools (packager sign etc.)	[WinMob] Fail to generate package when the Application Name contains special characters
<a href="#">22620</a>	Platform Native Runtimes (WinMob Symbian etc)	[WinMob] Rotating the screen doesn't redraw everything

## 4.3 Known issues specific to Symbian

ID	Component	Summary
<a href="#">21087</a>	Platform Native Runtimes (WinMob Symbian etc)	[Symbian] TouchEvent sizeX and sizeY are not accurately set
<a href="#">22280</a>	Platform Native Runtimes (WinMob Symbian etc)	[Symbian] [TextInput] Password is displayed in clear mode
<a href="#">22479</a>	Flash / Flex Cpp Runtime	[Symbian] currentState attribute of WindowedApplication is not working

<a href="#">22481</a>	Platform Native Runtimes (WinMob Symbian etc)	[Symbian] buttons are not reachable through device keypad
<a href="#">22621</a>	Platform Native Runtimes (WinMob Symbian etc)	[Symbian] Socket fires an IOError before opening the connection
<a href="#">22655</a>	Platform Native Runtimes (WinMob Symbian etc)	[Symbian] Discrepancy between the key codes in the simulator and on the device
<a href="#">22680</a>	Flash / Flex Cpp Runtime	[Symbian/WinMob] Alert dialog does not hide when background image is present
<a href="#">22770</a>	Flash / Flex Cpp Runtime	User Application dosen't start on Symbian
<a href="#">22851</a>	Platforms specific Tools (packager sign etc.)	[Symbian] Cannot install application to mass memory
<a href="#">22878</a>	Flash / Flex Cpp Runtime	[Symbian] copyPixels() blackscreen on s60 v5
<a href="#">22989</a>	Platform Native Runtimes (WinMob Symbian etc)	Crash when starting Symbian application (black screen)
<a href="#">22998</a>	Platforms specific Tools (packager sign etc.)	[Symbian] Cannot sign a .sis with a certificate/key which doesn't have a password

#### 4.4 Known issues specific to iPhone

ID	Component	Summary
<a href="#">21090</a>	Platform Native Runtimes (WinMob Symbian etc)	[iPhone] TouchEvent sizeX and sizeY are not accurately set
<a href="#">21233</a>	Platform Native Runtimes (WinMob Symbian etc)	[iPhone] Can't draw beside the Flex UIcomponent side
<a href="#">21934</a>	Platform Native Runtimes (WinMob Symbian etc)	[iPhone] Password mode does not work when using SystemAPI.getEntryString
<a href="#">22173</a>	Platform Native Runtimes (WinMob Symbian etc)	[iPhone] SystemAPI.playVideoFile() with a gif file as parameter crashes
<a href="#">22282</a>	Platform Native Runtimes (WinMob Symbian etc)	[iPhone] TextInput: backgroundAlpha is not taken into account
<a href="#">22440</a>	Platform Native Runtimes (WinMob Symbian etc)	[iPhone] Content not displayed when setting many characters in an mx:Text
<a href="#">22469</a>	Platform Native Runtimes (WinMob Symbian etc)	[iPhone] assignments to Sprite::scrollRect is crashing
<a href="#">22594</a>	Platform Native Runtimes (WinMob Symbian etc)	[iPhone] Picture taken with the camera is displayed with the wrong orientation
	<b>Additional Information:</b> take the photo in portrait mode => the photo is displayed with the wrong orientation	
<a href="#">22657</a>	Platform Native Runtimes (WinMob Symbian etc)	Focus event are not sent for native widgets
<a href="#">22674</a>	Platform Native Runtimes (WinMob Symbian etc)	[iPhone] verticalScrollPolicy and horizontalScrollPolicy are not taken into account

	Symbian etc)	
<a href="#">22741</a>	OP Flex SDK	[ScreenStack] Need a way to change the navigation bar title dynamically
<a href="#">22764</a>	Platform Native Runtimes (WinMob Symbian etc)	[iPhone] TouchEvent not dispatched on native components
<a href="#">22853</a>	Platform Native Runtimes (WinMob Symbian etc)	[iPhone] Horizontal/Vertical scroll position is not updated
<a href="#">22999</a>	Flash / Flex Cpp Runtime	iPad app crash downloading files from the net
<a href="#">23020</a>	Flash / Flex Cpp Runtime	getEntryString doesn't rotate on iPhone

#### 4.5 Known issues specific to Android

ID	Component	Summary
<a href="#">21091</a>	Platform Native Runtimes (WinMob Symbian etc)	[Android] TouchEvent sizeX and sizeY are not accurately set
<a href="#">21928</a>	Flash / Flex Cpp Runtime	[Android] Widgets above native widgets are not visible
<a href="#">22190</a>	Flash / Flex Cpp Runtime	HTML location does not support local file on device
<a href="#">22268</a>	Platform Native Runtimes (WinMob Symbian etc)	[Android] [TextInput/TextArea] Password is displayed in clear while entering
	<b>Additional Information:</b> A suggestion line shows the password not masked	
<a href="#">22367</a>	Platform Native Runtimes (WinMob Symbian etc)	[Android] Timestamp file should be written AFTER the unzip in case it failed
<a href="#">22399</a>	Platforms specific Tools (packager sign etc.)	[Android] Enable only the required permission
	<b>Additional Information:</b> Currently, all permissions (internet, address book...) are enabled for an Android application even if the features are not used.	
<a href="#">22704</a>	Platform Native Runtimes (WinMob Symbian etc)	[Android] Cannot use startActivityForResult in NativeExtension
<a href="#">22809</a>	Platform Native Runtimes (WinMob Symbian etc)	[Android] Image does not become visible on touch event
	<b>Additional Information:</b> When implementing on a Canvas a touchBegin, touchOut and touchEnd event, to make an Image appear and disappear, the image is never displayed. Works in AIR but not on Android device.	

## 5 How to Ask Questions and Get Support

In order to help us supporting you and improving our products, we ask you to send your questions or report problems using our forum in the developer zone:

<http://developer.openplug.com/forum/index.php>