

# Release Notes for Director 11 Hotfix 03

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Director build number: 11.0.0.466

**1) Kerning was not available in Director 11.**

Kerning is implemented for the font types supported by Director 11.

**2) There were additional spaces at the end of the line when text was justified.**

Bug is fixed. Justification of text correctly takes into account spaces at the end of the line.

**3) When the sprite width was greater than 1536 pixels, text was not rendered properly. A black patch appeared in the text window\text sprite in some cases.**

This issue is fixed for text sprites whose width and the height is greater than 1536 pixels.

**4) Director used to crash when the following fonts were applied to the text sprite. (Mac OSX 10.5)**

- ApplySymbols
- Papyrus
- Papyrus condensed
- STHeiti( Light)
- STHeiti( Regular )
- Hiragino Kaku Gothic Pro
- Hiragino Mincho Pro
- STFangSong
- LiSong Pro
- STSong
- STKaiti

This issue has been fixed.

**5) Certain custom icons appeared fuzzy on the projector.**

This issue has been fixed.

**6) Changes to the value for friction and restitution of rigid bodies after collision did not have any effect on the Physics World.**

This issue has been fixed.

**7) When force was applied to a rigid body in a Physics World, a spin was observed.**

This is because the rigid body always has an affinity towards the world axis.

A new rigid body property, called **axisAffinity**, has been added. The value of the axisAffinity property is true by default. The affinity towards the world axis is compensated by setting the property to false. When you set the property to false, the spin is not observed.

The computations are more when **axisAffinity** is false; set the property to false only when required.

**Sample code snippet**

```
aball = pDynamiks.createRigidBody(ball.name,ball.name,#sphere,#dynamic)
aball.mass=1000
aball.sleepThreshold = 100
aball.friction= 1
aball.restitution = 0
```

***aball.axisAffinity = false***

**8) The *Maintain Proportion* option in the Sprite's scale dialog box, and Transform bitmap dialog box, did not produce the required results in Director on a MAC 10.4 G5 machine.**

This issue has been fixed for both the dialog boxes.

**9) Externally linked Scripts got deleted when external files had MAC line ending characters.**

This problem occurred when a text file created on MAC with MAC line endings was imported to a Windows machine and saved. This issue has been fixed.

**10) On a computer running on Windows Vista, Flash and Shockwave content on the same HTML page were not able to communicate.**

**11) The value of timestep and substep was not ignored in the Automatic time step mode while initializing the Physics body.**

Automatic time step is supposed to take the elapsed time for advancing the Physics World simulation. This was not working properly for all values of time step.

**12) Physics Xtra throws an error when the value for the timestep and substep parameters is zero in the Automatic time step mode.**

This is a valid value for automatic time step and no error is thrown when you specify a value of zero. However, zero values for timestep and substep are invalid for other modes and the error will be shown

**13) Memory leak when models were cloned using *cloneModelFromCastMember()* and *resetworld()***

Models and texture files were not cleaned as intended when *cloneModelFromCastMember()* and *resetworld()* were used. This resulted in a small memory leak.

**14) Downloading a new version of the custom Xtra did not replace the previous version after the user closed the browser**

When a user plays a Shockwave movie that requires the latest version of a custom Xtra, the custom Xtra is downloaded to the user's computer in the same location as the previous version of the Xtra. The new Xtra is placed in a folder named New. This happens only when a previous version of the custom Xtra exists on the computer.

When the user closes the browser, the new version should replace the previous custom Xtra and the "New" folder should get deleted. This was not happening and has been fixed now.

The new custom Xtra replaces the previous version when:

- The user closes the browser.
- The Shockwave player is opened in a new instance of the browser. This happens, if for some reason, the Shockwave player did not unload the new Custom Xtra when the user closed the browser.

## Feature Enhancement

rayCastAll method in Physics(Dynamiks xtra) takes an optional parameter for sorting the returned list.

### Usage

```
<list> world.rayCastAll(vector origin,vector direction,[[#sorted:#distance]])
```

### Description

This method returns references of all the rigid bodies or terrains that are found along the ray from the specified origin and specified direction. The method also returns the point of contact, contact normal, and the distance from the origin of the ray.

### Parameters

parameter	Description
Origin	Required. Vector that specifies the origin of the raycast
direction	Required. Vector that specifies the direction of the raycast.
[#sorted:#distance]	Optional list. Specifies that the returned list should be sorted on distance

### Return parameter

This method returns a list containing a list having the following information:

- Rigid body / Terrain reference
- Contact Point
- Contact Normal
- Distance of the rigid body or terrain, from the origin of the ray.

### Example

#### --Lingo Syntax

```
lstraycast = member("PhysicsWorld").rayCastAll (vector(10,0,0),vector(0,0,1))
--Returns an unsorted list containing the above parameters
put lstraycast
lstraycast = member("PhysicsWorld").rayCastAll (vector(10,0,0),vector(0,0,1),[#sorted:#distance])
--Returns an sorted list containing the above parameters
put lstraycast
```

#### //JavaScript Syntax

```
var lstraycast = member("PhysicsWorld").rayCastAll (vector(10,0,0),vector(0,0,1));
--Returns a unsorted list containing the above parameters
put(lstraycast);
lstraycast = member("PhysicsWorld").rayCastAll (vector(10,0,0),vector(0,0,1),
propList(symbol("sorted"),symbol("distance")));
//Returns a sorted list containing the above parameters
put(lstraycast);
```

All bug fixes for Shockwave 11.0.0.458 and 11.0.0.465 releases have been rolled into the Director 11 Hot-fix 03.

### List of issues fixed in Shockwave Release 11.0.0.465

This Shockwave 11.0.0.465 release addresses security vulnerabilities in the Shockwave Player. The playback environment crashed due to “Shockwave pointer over-write” vulnerability. This is fixed on both Windows and MAC builds of Shockwave 11.0.0.465.

### List of issues fixed in Shockwave Release 11.0.0.458

1. On Windows Vista, Shockwave installation freezes when installed from sites like [www.habbo.com](http://www.habbo.com)
2. After upgrade Unicode characters are lost for text sprites with shockfont. Unicode characters appeared as blocks after upgrading a movie created in Japanese Director MX 2004, containing embedded Japanese fonts. This had also affected shockfonts in external cast libraries, and so, the default font was used.
3. Text gave unexpected results when accessed using chunk expressions. This was because of a bug in the code.
4. Shockwave content does not play in external applications using VB.Net, Delphi etc with embedded Shockwave ActiveX control.
5. Shockwave does not load when the user name is in Japanese (Unicode). A blank screen appears when loading Shockwave.
6. When the user name had non - English characters, the Xtra was either not downloaded, or was downloaded to a wrong path. An “Xtra Initialization failed” error is displayed to the user.

### Release Notes for Director 11 Hot-fix 02

Build Number: 431

#### List of issues fixed

1. Assigning a string containing high ASCII characters to the line property of a text in loop adds blank lines in between.
2. PointToLine function does not work as intended for text generated in the above case.

### Release Notes for Director 11 Hot-fix 01

Build Number: 430

#### List of issues fixed

1. Referencing a cast member fails on MAC when the Cast name has special characters like !, @, #, \$, %, ^, &, \*, (, ), \_, +, |, },etc
2. Que-points were not working as intended on Shockwave Audio (SWA) on MAC.
3. Field component performance is very slow on MAC