

## ISXIM - Bug #2205

### ISXIM - Stopped Working With Inner Space Version 1.18 (Build 6814) +

2022-03-01 03:04 PM - LostOne

<b>Status:</b>	Implemented
<b>Priority:</b>	Low
<b>Assignee:</b>	Amadeus
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
* WORKS * Inner Space Version 1.18 (Build 6800) [2021-09-23]	
* BROKEN * Inner Space Version 1.18 (Build 6814) [2021-11-23]	
* BROKEN * Inner Space Version 1.18 (Build 6835) [2022-01-20]	
* BROKEN * Inner Space Version 1.18 (Build 6837) [2022-01-27]	
< Skipped testing a number of builds. The following is the most recent development version >	
* BROKEN * Inner Space Version 1.18 (Build 6857) [2022-02-24]	
The build that appears to have broken ISXIM is 6814 which was released on 2021-11-23. Here are the release notes related to that build:	
<ul style="list-style-type: none"><li>- World of Warcraft compatibility update</li><li>- EVE compatibility update</li><li>- Diablo II Resurrected compatibility update</li><li>- MIR4 compatibility update</li><li>- Aion Classic compatibility update [work in progress]</li><li>- Crowfall compatibility update</li><li>- Tree of Savior comptatibility update</li><li>- Audio engine is now loaded on-demand</li><li>- Improved handling of Console menu item</li><li>- Uplink window now fills the monitor work area</li><li>- The Maximize button on the Uplink window now does something (still non-standard maximize/minimize behavior)</li><li>- Fixed various keyboard/modifier state issues relating to switching windows</li><li>- Added "foreground" to relay resolver, e.g. "relay foreground echo hi"</li><li>- Agents<ul style="list-style-type: none"><li>* Agent events now use the Agent's folder as CWD</li><li>* Agents now also include version, description, provides, conflicts, dependencies, minimumBuild</li><li>* unistring agent.Version</li><li>* unistring agent.Description</li><li>* uint agent.MinimumBuild</li><li>* jsonarray agent.Dependencies</li><li>* jsonarray agent.Provides</li><li>* jsonarray agent.Conflicts</li><li>* bool agent.AutoStart</li><li>* agent:SetAutoStart[bool]</li></ul></li><li>- LavishGUI 2<ul style="list-style-type: none"><li>* Numerous interaction fixes, including mouse wheel, modifier keys, clicking to focus</li><li>* Fixed issues with videofeed and videofeedsources elements</li><li>* Fixed a bug with combobox selection detaching the selected item</li><li>* Fixed crashes with with self-destructive Input Hooks, itemlist, and others</li><li>* Fixed an issue with item lists not appearing to have a highlighted item, if the item started out selected</li><li>* Added inputpicker control and lgui2inputpicker object type</li><li>* lgui2 object .JSON members moved to .AsJSON</li><li>* jsonobject lgui2layer.Bindings</li><li>* Fixed missing lgui2element.InputHook member</li><li>* Added 'none'/'nomodifiers' and 'any'/'anymodifiers' hooks and bindings (for specifying modifiers)</li><li>* LGUI2.Element[] no longer resolves to an element</li></ul></li></ul>	

- LavishScript
  - \* NULL should now produce the same result as NULL
  - \* Fixed an issue with pre-parsed sequences sometimes returning a "variable" type
  - \* New "OnFileOpen" event
  - \* Add Game window now fires "GamesChanged" event
  - \* New LMAC task type "Is1.code"
  - \* The Sessions TLO, within a Session, will return a jsonarray if given "array" parameter, e.g. 0
  - \* bool isession.AllowFlashWindow
  - \* isession:SetAllowFlashWindow[bool]

## History

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### #1 - 2022-03-01 10:59 PM - Amadeus

- *Status changed from New to Accepted*
- *Assignee set to Amadeus*
- *Priority changed from Normal to Low*

It's likely to be quite some time before I can get to fixing this. I haven't built ISXIM for years, and it's not building right now and I don't have much time to work on anything at the moment. To be honest, I didn't think anyone was still using it now that everyone moved to Discord.

Remind me in Discord this July if I haven't fixed it by then.

### #2 - 2022-03-21 07:11 PM - Amadeus

- *Status changed from Accepted to Implemented*

Fixed with new version 20220321.0001 which was announced in Discord and is also reflected in the updated installer link on the Forums (on the ISXIM post.)