

# **GraRLS – Graphics Programming Language**

## **Release Note**

### **Version 0.06**

*12th April, 2023*

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## **Introduction**

The early versions of this software were release in a rather informal manner. This is the first version where I have tried to be more formal. There were some fixes that were implemented after the release of version 0.05 but before the adoption of the formalised system.

## **Fixes**

### **F01 - Real number literals with exponents**

There was a problem with reading in the exponents.

*Fixed 2023-04-11 RLS*

### **F02 – Assign result of Array() to a simple type**

This would cause a runtime crash.

*Fixed 2023-04-12 RLS*

### **F03 – Memory leak when assigning Null to an existing array**

The original array was not being freed.

*Fixed 2023-04-12 RLS*

## **Changes**

### **C01 – Default dimension for ArrayLow() and ArrayHigh()**

The array bounds functions no longer need a 'dim' parameter. This makes life less tedious when dealing with one dimensional arrays.

## **Outstanding Issues**

There are probably some issues remaining but nothing that cannot be programmed around.