

# Etoys 5.0

Thanks to the hard work of our developers and educators, we are proud to announce the new Etoys 5.0 release.

## New features

- a “single-step” feature in the scriptor
- number lines
- a scriptable calendar
- a scriptable “sector” object, allowing you to create slices of a pie of any angle
- “scratch connect”, providing a way to connect Etoys and Scratch
- a web-camera player that lets you directly access a webcam
- a “key press” object, which reports whether, and for how long, a specific key is pressed
- “attached” watchers, which always appear near the object they watch
- a “graph paper” tool to make graph-paper-like backgrounds
- new languages: Armenian, Dansk, Papiamentu, Polish

## Miscellaneous changes

When adding a new variable, a dialog now appears inviting you to provide both a name and a type for the variable (and the number of decimal places to show as well, if the type is Number,) all at the same time. If you subsequently wish to change the name, the type, or the number of decimal places, choose the “modify” item in the menu beside the variable in the viewer, which replaces the items “change value type”, “rename”, and “decimal places...”.

The “Press me” button has been removed from the supplies flap, because it’s not easy to grasp how to use it (but it is still available in the object catalog.) In its place in the Supplies flap will now be found a “Polygon.”

The order of the items in the “pen use” category has been changed to make the most commonly-needed items easier to find.

“Open script” halo handle for ScriptActivationButtons, offering a faster way to see the script that will be fired when the button is pressed.

“Button to show/hide this script” menu item in Scriptor gives the user a button which, when pressed, will make that Scriptor appear on the screen, or, if already there, will remove it. Once you get such a button, you can use items in its halo menu to adjust the wording and other aspects of the appearance of the button.

The treatment of the “forward direction” when the “look like” tile is used has been changed; the forward-direction of the “object being looked like” is no longer being adopted by the object doing the look-like. This change may make some projects created in earlier versions of Etoys behave differently if they use the “look like” tile.

## Bug Fixes

- Scripts set to run on "opening" do now work for world, book, or the first page of a book
- Display of animated gifs is improved. ts now possible to play and stop animaton.  
Possibility to toggle the opaque setting from etoys as well. The gif reader does not set opaque correctly so it's pure chance if playback looks right.
- In Spanish, the viewer does now start with basic category like in all other languages
- And many more, see full list here: <http://etoys.squeak.org/svn/trunk/Etoys/NEWS>

## Known problems

Fonts for a few languages are missing from the Macintosh. These require Pango, which is only available for Linux. If you choose "Chinese" you are asked to install additional fonts. Click "load font" to get the font which is provided by Etoys. But before you can change back from Chinese to another font, you need to quit Etoys and restart.

## Compatibility Note

Projects created in version 4 of etoys (Late 2009 to March 2012) should load without difficulty into Etoys 5. But some projects created in the new version will not be usable in older versions. If you try to load a project created using Etoys 5 into an earlier version of Etoys, a warning message will be presented about possible incompatibilities.