

## Miranda release notes

### Version 2020.1.036

- Add customizing functionality for Scratch blocks associated to a system created in the device editor,
- Fixed an issue with the selection of the measure unities in the scene editor,
- Add of light sensor, sound sensor and sound emitter items in the device editor,
- Add of physic properties: friction, bouncing, mass scale and “rigid joint” and “forced joint” options in the device editor,
- New Python editor,
- Access to local files for the WebGL version,
- Local import and export for Scratch programs,
- Add of the Codok robot virtual model and associated code generator for real Codok robot.

### Version 2020.1.035

- Add a collision test function and a detection reset function for manager object,
- Add an item for drawing tail in the device editor,
- Add a Scratch block for getting position and rotation of objects in the “debug” category
- Add the time used to write a program for solving a challenge in the users stats,
- Add of the random.random function for Python.

### Version 2020.1.034

- Add color selection for items Body, Wheel, Cube and sphere for the devices editor,
- Fixed an issue for manager collision tests with sub items created in the devices editor,
- Fixed an issue with manual item for motors created in the devices editor,
- Fixed an issue with the display for sensors created in the devices editor,
- Add of a property for inverting the MakeBlock mBot line sensor value.
- Fixed an issue when initializing systems created with devices editor,
- Add a function for resetting objects in manager,
- Add a function for testing objects collisions in manager,
- Add of multi users simulation functionalities,
- Add of drag and drop for the systems structure in the devices editor.

### Version 2020.1.033

- Fixed a crash in player mode when opening a scene.

### Version 2020.1.032

- Fixed an issue with keyboard keys test Scratch blocks in player mode.

### Version 2020.1.031

- Fixed an issue with the edit area in Scratch editor,
- Fixed an issue when dragging a Scratch block from the palette in the Scratch editor,
- Fixed an issue when opening a scene after having open an user scene from the users manager,
- Add navigation with keyboard: Alt + keyboard arrows,
- Change in the navigation rotation with mouse: orbit around center of screen,
- Add of the units selection for distances in the scene editor,
- Add of the license end of use time display for the time limited licenses,
- Fixed an issue in the device editor when changing the scale of an object with sub items,
- Fixed an issue when modifying several users in the users managers.

### Version 2020.1.030

- Fixed an issue with the scene delete function,
- Addition of a Scratch block for telemetry reading for the Tello drone.

### Version 2020.1.029

- Fixed an issue with structure refresh when deleting or duplicating in device editor,
- Fixed an issue when initializing sub objects positions for devices created in the devices editor,
- Files browser update,
- Add of a hinge link in the device editor: see devices “double steering vehicle” and “test clamp” and scenes “quad” and “test clamp”),
- Fixed an issue on Tello drone,
- Fixed an issue on angel and daemon robots,
- Fixed an issue on user list export,
- Fixed an issue on Python function call,
- Add of the Croatian language (thanks to our partner [www.udruga-inovatic.hr](http://www.udruga-inovatic.hr) in Croatia).

Version 2020.1.028

- Fixed an issue with the physic simulation,
- Modification on “strip” object to display more bright colors.

Version 2020.1.027

- Fixed an issue on the Tello drone manual commands,
- Fixed an issue with the “cube” object used as a child in the device editor.

Version 2020.1.026

- Fixed an issue entering selection mode when exiting from the Scratch or Python editor,
- Fixed an issue of access to a program made by an user if the player mode has been used.

Version 2020.1.025

- Add of copy / paste functions for the text zones of the Internet browser version,
- Update of the Tello drone, creation of a challenge,
- Fixed an issue with the use of the options selection scroll bar in the Scratch editor,
- Addition of the Catalan language (thanks to our partner [www.ro-botica.com](http://www.ro-botica.com) in Spain).

Version 2020.1.024

- Fixed an issue on the Scratch edit input field.

Version 2020.1.023

- Translation in chinese for the Scratch blocks.

Version 2020.1.022

- Fixed an issue leading to a hang when displaying a large program in the Scratch editor,
- Fixed an issue preventing users from accessing the system editor,
- Restoration of the transparency of the program area in the Scratch editor,
- Translation in spanish for the scratch blocks (thanks to our partner [www.ro-botica.com](http://www.ro-botica.com) in Spain).

Version 2020.1.021

- Hiding overflowing Scratch blocks from the palette when the cursor is on the program area,
- Addition of filter, export and total erase functions in the user manager,
- Adding a horizontal scroll bar in the user manager,
- Addition of a user group manager allowing to assign to users a list of visible scenes, access to the scene editor, access to the systems editor,
- Correction of a problem when reducing the program area in player mode resulting in a crash with the web browser version.

Version 2020.1.020

- Fixed an issue in the process of the URL for the web browser version.

Version 2020.1.019

- Fixed an issue on Scratch blocks for driving motors for the robots created in the device editor,
- Fixed an issue on the system list dropdown list in the manager object.

Version 2020.1.018

- Fixed an issue on the user delete confirmation dialog box message,
- Add a confirm dialog box when users exit player mode,
- Fixed an issue on scenes delete access.

Version 2020.1.017

- Spanish translations updated,
- Fixed an issue on program saving with player mode,
- Fixed an issue in Python editor and auto completion window opening,
- Set the frames rate default to 50 instead of 20.

Version 2020.1.016

- New language: spanish (thanks to our partner [www.ro-botica.com](http://www.ro-botica.com) in Spain).

Version 2020.1.015

- Fixed an issue with the toolbox in player mode: sometime hidden,
- Delay before showing tooltips decreased.

Version 2020.1.014

- Fixed an issue with the trajectory of angel and demon robot projectiles with a limited screen refresh rate,
- Fixed a problem with displaying scratch block categories in player mode,
- Fixed an issue with edit mode toolbar display in player mode,
- Fixed an issue with the system structure displayed in the robot editor.

Version 2020.1.013

- GLB geometries files import issue correction.

Version 2020.1.012

- MAX FPS selection added to the login page,
- Back to language selection button added to the login page,
- Translations corrections.

Version 2020.1.011

- Object library issue after custom robot creation solved,
- Simulation scene sharing functionality added (see user manual).

Version 2020.1.010

- Keyboard shortcut issue in the system editor solved,
- User creation validation issue solved,
- I/O access in player mode from python editor issue solved,
- System delete issue solved.

Version 2020.1.009

- Program save issue solved,
- Ozobot robot update,
- Ozobot challenge available,
- Users connection code can be passed in command line or URL (see user manual),
- Users list file import function added (see user manual),
- User programs opening button added (see user manual).

Version 2020.1.008

- Dash robot update,
- Dash robot challenge available,
- Scratch edition with low level zoom issue solved,
- Scratch edition, moving block issue solved.