

Date Released

Version	Release Date
Final	October 22, 2019
Release Candidate 4	October 11, 2019
Release Candidate 3 Desktop Only	October 1, 2019
Release Candidate 2 Desktop Only	October 1, 2019
Release Candidate 1	September 30, 2019
Beta 3	September 18, 2019
Beta 2	September 17, 2019
Beta 1	August 18, 2019
Alpha 6	July 28, 2019
Alpha 5	July 17, 2019
Alpha 4	July 9, 2019
Alpha 3	June 28, 2019
Alpha 2	June 22, 2019
Alpha 1	June 13, 2019

Desktop

Type	Change
NEW	Version information can be found in each class's GraffitiSuiteVersion Constant
NEW	GraffitiAccordion 2.0
NEW	GraffitiAnimator
NEW	GraffitiCard
NEW	GraffitiColors
NEW	GraffitiDrillMenu
NEW	GraffitiFieldLabelContainer for hosting ContainerControls.
NEW	GraffitiImmersiveLabel
NEW	GraffitiImmersiveTextArea
NEW	GraffitiImmersiveTextField
NEW	GraffitiImmersiveWindow
NEW	GraffitiListbox
NEW	GraffitiNSImages
NEW	GraffitiOptionBox
NEW	GraffitiPagination
NEW	GraffitiPopupMenu
NEW	GraffitiWall
ADD	GraffitiActionBar now has a ButtonPosition property for drawing buttons on the left or right.
ADD	GraffitiActionBar now has an Alignments enumeration for ButtonPosition.
ADD	GraffitiActionBar now has a new MinimumLeft property for determining the minimum value on the left.
ADD	GraffitiActionBar now has a new MinimumRight property for determining the minimum value on the right.
ADD	GraffitiButton no longer draws icons cut-off when using a font size for single-line text that is smaller than the icon's height.
ADD	GraffitiColorPicker's window now supports click-to-reveal customization of color parts by clicking the value label to the left of the slider.

Type Change	
ADD	GraffitiColorPicker now uses GraffitiColors to populate Named and System lists.
ADD	GraffitiColorPicker now has a Color Wheel selector.
ADD	GraffitiColorPicker now has a Color Spectrum selector.
ADD	GraffitiColorPicker now supports click-to-reveal editing on RGBA labels.
ADD	GraffitiDesktopControl components (Calendar, HTML editor, SyntaxEditor) now have a UseXHR property which defaults to false for using XMLHttpRequests to pass large data back to Xojo from JavaScript at vastly improved speeds. Falls back to viewer events on failure, and includes a lot of exception handling and content validation. This opens a port on the loopback interface to listen for the requests. USE AT YOUR OWN RISK. Must be set in the inspector. This will default to True in R31 and later. Test liberally.
ADD	GraffitiDesktopControl components (Calendar, HTML editor, SyntaxEditor) now alert if they're using the Native renderer on Windows.
ADD	GraffitiGradientSlider now supports transparency.
ADD	GraffitiHTML editor now makes as many styles inline as possible by default.
ADD	GraffitiHTML editor now defers data transfer for a short period on TextChange and SelChange to reduce input lag.
ADD	GraffitiHTML editor now immediately updates data when the editor loses focus.
ADD	GraffitiHTML editor now parses tables pasted from Excel or OpenOffice Calc.
ADD	GraffitiHTML editor now has an ExportCSS() as String method to get all CSS applied to the content area.
ADD	GraffitiHTML editor now has a toPage(pageTitle as String, includeStyleBlock as Boolean = False) as String method for returning an HTML document containing the content.
ADD	GraffitiHTML editor now has a toPageInline(pageTitle as String, Minimize as Boolean = True) as String method for returning an HTML document containing the content with all styles that can be made inline applied directly to the effected tags for better appearance of quotes, code blocks, and other block-level elements.
ADD	GraffitiHTML editor now exposes a jsTwitter_Preview constant for adding before the </body> tag to generate full HTML documents with embedded tweets.
ADD	GraffitiHTML editor's EditorDefaults event now has an AllowNesting parameter. Setting this to False will disallow nesting of lists in the editor to be compliant with some email clients.
ADD	GraffitiHTML exporter now has a new toInlineStyles method for converting HTML+CSS to HTML with inline style Attributes.
ADD	GraffitiHTMLLabel now has a CharacterSpacing as Double property. 1.0 = 100% of the character width.
ADD	GraffitiHTMLLabel now has a LineSpacing as Double property. 1.0 = 100% of the line height. No value less than 1.0 is valid.
ADD	GraffitiHTMLLabel now has a LinkColor property for setting the global link color.
ADD	GraffitiFieldLabel now has a TextChanged event.
ADD	GraffitiFieldLabel now supports all controls types as the Field Property is now defined as Field As RectControl.
ADD	GraffitiFieldLabel now has a ResizeFieldWidth as Boolean = True property.
ADD	GraffitiFieldLabel now has a ResizeFieldHeight as Boolean = True property.
ADD	GraffitiRadialProgress now has a TextSizeConstraint as Integer property for ensuring text size does not exceed the specified percentage of the progress area.
ADD	GraffitiTabBar has a new MinimumTabWidth as Integer property.
FIX	GraffitiAccordion no longer renders changes based on mouse movement when Enabled = False
FIX	GraffitiCard no longer strips empty lines from Content.
FIX	GraffitiColorPicker's Gradient Slider instances are now properly colored or, in the case of the alpha slider, show a transparent gradient.

Type Change	
FIX	GraffitiColors no longer fails to link on macOS with regards to dwmapi.dll.
FIX	GraffitiDateTimePicker no longer improperly spaces day number rows vertically at small widths.
FIX	GraffitiFieldLabel now fires ClearClicked regardless of content.
FIX	GraffitiGrid now properly positions controls and containers when scrolled.
FIX	GraffitiGrid now displays a single row when that's all that has been added instead of requiring multiple rows.
FIX	GraffitiGrid now properly positions embedded controls regardless of their column's ControlSizing property.
FIX	GraffitiGrid child controls and containers can no longer overlap the scrollbars.
FIX	GraffitiGrid can no longer encounter an OutOfBoundsException on columns that are too small for the display area.
FIX	GraffitiGrid child controls will now hide if they partially fall outside the viewer on macOS.
FIX	GraffitiGrid scrollbars are no longer invisible before the first repaint after the Open event.
FIX	GraffitiGrid now applies blank lines for spacing before and after tables.
FIX	GraffitiHTML editor once again fires the LostFocus and GotFocus events.
FIX	GraffitiHTML editor once again properly wraps paragraph blocks on Windows.
FIX	GraffitiHTML editor now uses a margin style for indented blocks rather than a class.
FIX	GraffitiHTML editor should now properly return correct SelStart, SelLength and SelText.
FIX	GraffitiHTML editor now relies entirely on QuillJS to do the heavy lifting in SelStart, SelLength, and SelText. This should fix a number of rarely reported issues where these properties would be offset by the number of block elements appearing in the text above the selection.
FIX	GraffitiHTML editor now relies on Quill to pass back the plain text, rather than stripping this itself. Should be the best forward-compatible option.
FIX	GraffitiHTML editor now does a lexical comparison on changes to HTML when receiving the text changed notification rather than a simple equals comparison.
FIX	GraffitiHTML editor now handles raw HTML not generated by QuillJS a bit better.
FIX	GraffitiHTML editor now has a bit more exception handling on the table functionality.
FIX	GraffitiHTML editor's bottom border is no longer cut off.
FIX	GraffitiHTML editor once again loads properly on macOS 10.10 (issue introduced in R29 Final).
FIX	GraffitiHTML editor no longer sets the clipboard's text value after defining the HTML type on the clipboard. Was potentially overwriting.
FIX	GraffitiHTML editor once again fires the format update event when the current selection has no formatting applied.
FIX	GraffitiHTML editor now updates selection more quickly.
FIX	GraffitiHTML editor no longer loses its HTML content when setting Spellcheck = True in the Open event.
FIX	GraffitiHTML editor once again supports wrapping images in links.
FIX	GraffitiHTML editor now properly detects the altimage type in hasMedia.
FIX	GraffitiHTML editor no longer strips ampersands.
FIX	GraffitiHTML editor no longer strips selected text when clicking the "Custom" button in the color menu.
FIX	GraffitiHTML editor once again properly returns the format value for checked lists.
FIX	GraffitiHTML editor once again properly applies SelList* setting when set via property.
FIX	GraffitiHTML editor once again properly applies SelHeader setting when set via property.
FIX	GraffitiHTML editor once again properly applies SelAlign setting when set via property.
FIX	GraffitiHTML editor now performs a full format reset before setting content via the HTML and PlainText properties.

Type	Change
FIX	GraffitiHTMLEditor now encodes special characters when setting content via the PlainText property.
FIX	GraffitiHTMLEditor no longer inappropriately applies some block styles to the entire document when setting content via the HTML property.
FIX	GraffitiHTMLEditor now properly resizes image height when both height and width are defined via InsertImage or HTML tag.
FIX	GraffitiHTMLExporter now does a case sensitive compare when encoding and decoding HTML entities.
FIX	GraffitiHTMLExporter now only replaces repeating spaces when encoding.
FIX	GraffitiHTMLExporter's HTMLEntity* methods should be much faster now.
FIX	GraffitiHTMLExporter.toEmail should no longer strip spaces around some tags and add spaces around others.
FIX	GraffitiHTMLExporter.toEmail now uses the current system's EndOfLine setting.
FIX	GraffitiHTMLExporter.toEmail once again properly numbers ordered lists.
FIX	GraffitiHTMLExporter.FromEntity no longer strips ampersands.
FIX	GraffitiHTMLExporter.CleanupHTML now removes blank paragraph tags. Blank paragraph tags are stripped out by QuillJS and appear to be ignored in most browsers.
FIX	GraffitiHTMLabel now properly draws text on HiDPI displays.
FIX	GraffitiHTMLabel can no longer rarely encounter OutOfBoundsExceptions when drawing under an overly-specific set of circumstances.
FIX	GraffitiMenuWindow now appropriately sizes to its container if the dimensions have changed when you call ShowInPlace.
FIX	GraffitiMenuWindow now uses Cocoa declares for determining position when building for Cocoa.
FIX	GraffitiPropertyList should no longer encounter OutOfBoundsExceptions when editing a password cell after performing actions outside the cell.
FIX	GraffitiRadialProgress is now HiDPI-aware.
FIX	GraffitiRadialProgress once again honors the TextSize property. If TextSize is -1, then it will automatically calculate the size to fill the display.
FIX	GraffitiRadialProgress no longer draws some custom colors as white for certain styles.
FIX	GraffitiStepBar now uses a color-based hit detection method to get more accurate results on mouse events.
FIX	GraffitiSyntaxEditor now longer forces soft tabs on HTML and PHP modes even when UseSoftTabs = False.
FIX	GraffitiSyntaxEditor now allows pasting in to Find and Replace fields of the built-in search pane.
FIX	GraffitiSyntaxEditor now performs SelectAll on Find and Replace fields of the built-in search pane when triggered.
FIX	GraffitiSyntaxEditor now allows copying from Find and Replace fields of the built-in search pane.
FIX	GraffitiSyntaxEditor now allows cutting from Find and Replace fields of the built-in search pane.
FIX	GraffitiSyntaxEditor now allows Undo and Redo on Find and Replace fields of the built-in search pane.
FIX	GraffitiSyntaxEditor Tab and Shift+Tab keys now indent and outdent properly once again on macOS.
FIX	GraffitiSyntaxEditor now properly accepts focus on open.
FIX	GraffitiTabBar close icons now draw properly on the Y-axis.
FIX	Changed to using Global.Tooltip for future compatibility.
FIX	More analysis warnings.

Type	Change
NOTE	GraffitiGrid rendering speed improvements. Note that large data sets will cause slowdowns the further in to the set you scroll. This is a result of tracking of variable row height support, and is unavoidable. Paging is recommended.
NOTE	GraffitiGrid requires embedded ContainerControls to have a Transparent property value of False. It will set the backdrop accordingly.
NOTE	GraffitiHTMLEditor updated to QuillJS 1.3.6
NOTE	This version represents a pretty major shift for GraffitiHTMLEditor as we finally move to inline styling for greater outside compatibility. Test liberally.
NOTE	Folder names have changed to avoid a naming collision when using IDE Scripts to automate changes.
NOTE	GraffitiTextField is now rebranded as GraffitiFieldLabel
NOTE	All classes now rely on the functionality in GraffitiColors for determining the system's appearance setting (Dark/Light).
NOTE	All calls to CType replaced with casting.
NOTE	As of Release Candidate 1, methods in the Immersive module no longer begin with Immersive.

Web

Type	Change
NEW	Version information can be found in each class's <code>GraffitiSuiteVersion</code> Constant
ADD	GraffitiHTMLExporter now has a new <code>toInlineStyles</code> method for converting HTML+CSS to HTML with inline style Attributes.
ADD	GraffitiWebAlert now has a <code>MessageShown(message as GraffitiWebAlertMessage)</code> event that fires after the message is visible in the browser.
ADD	GraffitiWebAlerts that contain a Button with <code>Default = True</code> will now trigger that button's action when pressing Enter/Return.
ADD	GraffitiWebAlertButton now has a <code>Default as Boolean = False</code> property.
ADD	GraffitiWebButton now has an <code>AutoDisable</code> property to prevent subsequent unnecessary clicks while performing operations.
ADD	GraffitiWebFavIcon now has a <code>DetachFrom(Target as WebImageView)</code> method. Call this method before any Close events to remove the reference from the browser that is created by <code>AttachTo</code> .
ADD	GraffitiWebFavIcon now supports arbitrary text in the notification icon by using the <code>SetIconText</code> method.
ADD	GraffitiWebGrid now has a <code>CellMouseEnter(row as GraffitiWebGridRow, column as GraffitiWebGridColumn)</code> event.
ADD	GraffitiWebGrid now has a <code>CellMouseExit(row as GraffitiWebGridRow, column as GraffitiWebGridColumn)</code> event.
ADD	GraffitiWebGrid now supports editing time values using the <code>TimePicker</code> and the following enum values: <code>EditTypes.TimeWithSeconds</code> , <code>EditTypes.TimeWithoutSeconds</code> .
ADD	GraffitiWebGrid now supports formatting time values with the following enum values: <code>FormatTypes.TimeWithSeconds</code> , <code>FormatTypes.TimeWithoutSeconds</code> .
ADD	GraffitiWebGrid has a new <code>NextRowOnEnter</code> property. When false, the Grid will attempt to navigate horizontally when the enter key is pressed. This should only be used in scenarios where <code>SelectionType</code> is set to <code>Cell</code> .
ADD	GraffitiWebGrid's <code>EditBegin</code> event has four new additional parameters for the location of the cell on the screen and dimensions: <code>cellLeft</code> as Integer, <code>cellTop</code> as Integer, <code>cellWidth</code> as Integer, <code>cellHeight</code> as Integer

Type	Change
ADD	GraffitiWebGrid's CellClick event now has parameters for the cell's Left, Top, Width and Height relative to the page.
ADD	GraffitiWebGrid's CellDoubleClick event now has parameters for the cell's Left, Top, Width and Height relative to the page.
ADD	GraffitiWebGrid's ContextClick event now has parameters for the cell's Left, Top, Width and Height relative to the page.
ADD	GraffitiWebGrid has a new EditorText(Assigns newValue as String) method for setting the text value of the editor field while Editing = True. Should only be used on EditTypes.Text.
ADD	GraffitiWebGrid has a new EditKeyPress(Row as GraffitiWebGridRow, Column as GraffitiWebGridColumn, KeyCode as Integer, AltKey as Boolean, CtrlKey as Boolean, ShiftKey as Boolean, MetaKey as Boolean, EditorValue as String) event for catching key presses in the editor. Does not catch modifier keys alone.
ADD	GraffitiWebHTML editor now has a DarkMode as Boolean property.
ADD	GraffitiWebPopupMenu now exposes GotFocus and LostFocus events.
ADD	GraffitiWebTabPanel now has an Item(index as Integer) method for retrieving the specified item.
ADD	GraffitiWebTabPanel now has an ItemCount() as Integer method for retrieving the number of items currently added (Ubound + 1).
ADD	GraffitiWebTabPanel now has an ItemIndex(item as GraffitiWebTabPanelItem) as Integer method for retrieving the index of the specified item.
ADD	GraffitiWebTabPanel now has a Value() as GraffitiWebTabPanelItem property for setting or retrieving the current value.
ADD	GraffitiWebTabPanelItem now has a Style property for setting the tab style. Must be set upon creation.
ADD	GraffitiWebTabPanelItem now has a StyleActive property for setting the tab style when active. Must be set upon creation.
ADD	GraffitiWebTabPanelItem now has a PageStyle property for setting the style of the tab's contents container. Must be set upon creation.
ADD	GraffitiWebTextField now has a MaxLength as Integer = -1 property. Set to -1 for the maximum HTML limit of 524288.
FIX	Under certain scenarios, NilObjectExceptions could be encountered when executing code in Destructors of pages or Containers that caused a NilObjectException in GraffitiControlWrapper. These are now logged when not debugging to prevent unhandled exception issues in compiled apps.
FIX	Loading FontAwesome no longer causes a load slowdown and errors in the console.
FIX	All classes that support embedding FontAwesome icons no longer improperly render when using non-English characters.
FIX	GraffitiWebAlert now uses UUIDs from GraffitiWebAlertMessages and GraffitiWebAlertButtons rather than names internally.
FIX	GraffitiHTMLExporter now does a case sensitive compare when encoding and decoding HTML entities.
FIX	GraffitiWebAdSense no longer throws a JavaScript exception on the first ad shown in Edge.
FIX	GraffitiWebAccordion no longer applies an unnecessary text color to labels contained within.
FIX	GraffitiWebAccordion no longer hides separators.
FIX	GraffitiWebAlert will no longer throw JavaScript exceptions on unsafe GraffitiWebAlertButton names. These are now altered to be safe and may be different than the name you assign. Please update your code.
FIX	GraffitiWebAlert no longer has a typo in the "theMessage" parameter. Handler code changes will be necessary.

Type	Change
FIX	GraffitiWebBarcodeReader once again functions properly on iOS Safari.
FIX	GraffitiWebButton no longer loads all event code, even when handlers aren't used.
FIX	GraffitiWebButton has improved icon parsing.
FIX	GraffitiWebButton no longer fires events multiple times on pages that Shown, then Hidden, then Shown again.
FIX	GraffitiWebButtonSegment has improved icon parsing.
FIX	GraffitiWebCalendar now properly filters repeating events based on view.
FIX	GraffitiWebCalendar no longer displays a start time for repeating All Day events.
FIX	GraffitiWebCalendar now properly applies StyleDayToday and StyleDayFuture after switching views.
FIX	GraffitiWebCamera once again functions properly on iOS Safari.
FIX	GraffitiWebDatePicker variants once again properly apply StartDate and EndDate without either failing or causing other issues.
FIX	GraffitiWebDatePicker no longer loses all default styling when a custom style is applied. This allows for additive styling of, for example, a border color to show invalid entry.
FIX	GraffitiWebDatePicker variants once again properly disable and enable dates without throwing a JavaScript exception.
FIX	GraffitiWebDatePicker variants have improved WebStyle handling.
FIX	GraffitiWebDatePicker variants now display Spanish Day/Month names in lowercase in accordance with rules set forth by the Royal Spanish Language Academy.
FIX	GraffitiWebDatePicker variants now more appropriately position the popup when certain styles are applied to the <body> tag.
FIX	GraffitiWebFavIcon will no longer throw a NilObjectException in some scenarios when calling SetIconCount.
FIX	GraffitiWebFavIcon will no longer throw a NilObjectException when flashing and the instance is destroyed.
FIX	GraffitiWebFieldMask should no longer encounter NilObjectExceptions when initialized improperly.
FIX	GraffitiWebFontAwesome once again loads properly in Firefox.
FIX	GraffitiWebGrid once again allows mouse selection in cell editor.
FIX	GraffitiWebGrid's Currency EditType no longer causes a JavaScript error in Safari.
FIX	GraffitiWebGrid scrolling should be much faster in all scenarios.
FIX	GraffitiWebGrid's DeselectAll method now works when SelectionMode = Single.
FIX	GraffitiWebGrid no longer throws a JavaScript exception when loading data that contains doubles or currency before adding columns.
FIX	GraffitiWebGrid no longer throws a JavaScript exception in Edge when collapsing a tree parent row.
FIX	GraffitiWebGrid columns can once again be both resized and reordered in the browser.
FIX	GraffitiWebGrid once again clears the in-browser data when calling ResetGrid.
FIX	GraffitiWebGrid no longer retains a large empty space when hiding the first column.
FIX	GraffitiWebGrid no longer fires SelectionChange twice.
FIX	GraffitiWebGrid loading has been optimized a bit more. It no longer sends data to the browser on each property change before the first full load.
FIX	GraffitiWebHTML editor no longer inappropriately exposes the Length property in the inspector.
FIX	GraffitiWebHTML editor no longer inappropriately exposes the PlainText property in the inspector. You can assign PlainText to the HTML property.

Type	Change
FIX	GraffitiWebHTMLEditor no longer throws a JavaScript exception when attempting to load Tweets.
FIX	GraffitiWebHTMLEditor now relies entirely on QuillJS to do the heavy lifting in SelStart, SelLength, and SelText. This should fix a number of rarely reported issues where these properties would be offset by the number of block elements appearing in the text above the selection.
FIX	GraffitiWebHTMLEditor now relies on Quill to pass back the plain text, rather than stripping this itself. Should be the best forward-compatible option, although causes more data to be passed between the server and client.
FIX	GraffitiWebHTMLEditor now does a lexical comparison on changes to HTML when receiving the text changed notification rather than a simple equals comparison.
FIX	GraffitiWebHTMLEditor now handles raw HTML not generated by QuillJS a bit better.
FIX	GraffitiWebHTMLEditor no longer throws a JavaScript exception on getFormat.
FIX	GraffitiWebHTMLEditor now properly returns format properties on selection change.
FIX	GraffitiWebHTMLEditor now uses the new table style as seen in the desktop version.
FIX	GraffitiWebHTMLEditor no longer removes spaces while typing in Firefox.
FIX	GraffitiWebHTMLEditor once again honors the WordWrap property.
FIX	GraffitiWebLabel has improved icon parsing.
FIX	GraffitiWebPDF once again honors table LineHeight properties.
FIX	GraffitiWebPDF no longer forces a download when using FromHTML. You should use the Download() method instead.
FIX	GraffitiWebPDFCellStyle no longer exposes the unused HasFillColor property.
FIX	GraffitiWebPopupMenu now properly sizes on GraffitiWebSidebar.
FIX	GraffitiWebPopupMenu now honors lock properties on containers in GraffitiWebSidebar.
FIX	GraffitiWebPopupMenu now sets the SelectedItem property for single select instances when the item is set as selected when added.
FIX	GraffitiWebPopupMenu now properly removes previous StyleTag values when set to Nil.
FIX	GraffitiWebPopupMenu now properly removes SkinTag values when set to None on MultipleSelect variants.
FIX	GraffitiWebProgressRadial has improved icon parsing.
FIX	GraffitiWebProgressSemiCircle has improved icon parsing.
FIX	GraffitiWebTabBar no longer throws a NilObjectException when removing tabs under certain circumstances.
FIX	GraffitiWebTabPanel's Items property is no longer exposed. Use methods for add/remove/retrieve.
FIX	GraffitiWebTextField no longer appears to be disabled when ReadOnly = True.
FIX	GraffitiWebTextField has improved icon parsing.
FIX	GraffitiWebTimePicker will now attempt to ensure that it remains positioned within the browser's viewport.
FIX	GraffitiWebToolbar now properly updates GraffitiWebToolbarButton width in the browser when changed directly via buttonInstance.Width = <n>
FIX	GraffitiWebTree once again raises the Open event.
FIX	GraffitiWebTree's CheckAll and UncheckAll methods once again function correctly.
FIX	GraffitiWebTree's GetIndexOf method now uses the framework's IndexOf method.
FIX	GraffitiWebTree's ItemChecked and ItemUnchecked events no longer fire when the selection is changed programmatically.
CHANGE	GraffitiWebAccordionNavItem.NotificationCount is now a Double, and all Constructors updated to match.

Type	Change
CHANGE	GraffitiWebAccordionNavItem.NotificationCount is now formatted to the user's locale.
NOTE	Removed deprecated GraffitiWebAlert.ButtonClick event with string parameters. Use GraffitiWebAlert.ButtonClicked.
NOTE	Removed deprecated GraffitiWebAlert.ButtonClick_O event. Use GraffitiWebAlert.ButtonClicked.
NOTE	Replaced deprecated GraffitiWebAlert.MessageClosed with parameters and functionality from MessageClosed_O.
NOTE	Removed deprecated GraffitiWebAlert.MessageClosed_O event. Use GraffitiWebAlert.MessageClosed.
NOTE	Folder names have changed to avoid a naming collision when using IDE Scripts to automate changes.
NOTE	GraffitiWebHTMLEditor updated to QuillJS 1.3.6
NOTE	FontAwesome support updated to Version 5.10.1
NOTE	Various Edge browser issues fixed.

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