Script.aculo.us 1.8.2 서비스 릴리즈

Prototype의 마지막 릴리즈를 포함하는 Scriptaculous 1.8.2 버전이 몇몇 버그를 수정하여 릴리즈했습니다. 자세한 변동 내역은 아래의 CHANGELOG를 확인하세요. 그나저나 Thomas Fuchs씨의 2.0 프로젝트는 어찌되가고 있는 것일까요...

CHANGELOG

- Update to Prototype 1.6.0.3
- Make sure InPlaceEditor converts HTML entities to text. [Sean Kirby]
- Fix that Builder.node did not return extended elements on IE. Closes #71 and #77.
- Fix a bug in Sortable.destroy to make sure it's called on the referenced Sortable only, which allows for the correct intialization of nested Sortables. Closes Trac #8615. [Leon Chevalier]
- Change Effect.Base#render not to use eval(), so certain JavaScript runtime environments (like Adobe AIR) that do not support eval() work. [King Maxemilian, John-David Dalton]
- Fixed a calculation error in Effect.Transitions.pulse that
could lead to flickering, add easing and change it to be a
normal 0 to 1 transition that can be used with any effects;
Effect.Pulsate now uses its own implementation. [Thomas
Fuchs]

- Fixed Effect.ScrollTo. Changeset 8686 had a typo,
document.viewport.getScrollOffsets[0] is always
undefined. Removed the max check as it is not a cross-
browser way to get scroll height and breaks the effect.
Depending on scrollTo to do the right thing. Closes
#11306. [Nick Stakenburg]

- Update version check so all Prototype versions can be
required, not just x.x.x. Closes #10966. [Nick Stakenburg]

- Using $$ in the loader instead of getElementsByTagName
to prevent limitations. Closes #9032. [Nick Stakenburg]

- Fix some missing semicolons. [jdalton]

- Fix an issue with Effect.ScrollTo that caused Firefox to
scroll to the wrong offset in some situations. Closes
#10245. [nik.wakelin]

- Fixes an issue with IE ghosting on non-absolute elements.
Closes #10423. [Tanrikut, tdd]