

Studio 5.1.3.GA Release Note

Studio 5.1.3.GA - 13 August 2019

Studio 5.1.3 is a patch release that includes improvements and bug fixes.

As of this release, Studio 5.1.x will not be supported six months (2020-02-13) from 5.1.3.GA's release date. See [Axway Appcelerator Deprecation Policy](#) and [Nominal Lifetimes](#) documents for details.

Improvements

- [TISTUD-9169](#) - Fix miscellaneous debugger issues
 - Fixed debugging issue with Android apps on Windows
 - Change default caught and uncaught exceptions/errors to break on no exceptions
 - Fixed issue when Hyperloop is enabled that a project cannot be debugged
 - Fixed issue when trying to debug on iOS sim/device for the second time without killing the previous instance of app on the device the debugger does not connect
 - Fixed issue when using Titanium SDK 7.5.X or 8.0.X so that Safari Web Inspector connects properly
 - Removed remnants of Android profiler
 - Fixed issues supporting some ES6+ types in debugger view (like Map, Set, WeakMap, WeakSet).
 - Fixed issue where the debugger hangs in SDK 8.1.0
 - Fixed logging error when Filesystem API isn't used
 - Fixed issue where Alloy wasn't generating sourcemaps for files under `lib` directory
 - Added support for inline source mapping
 - Improved debugging of applications in third party tools and Studio
 - Fixed issue where the debugger suspends on generated file for encrypted JS
- [TISTUD-9178](#) - Support inline source mapping
 - Added support for source maps the CLI build generates (mapping between `Resources` <-> `build`)
- [TISTUD-9185](#) - Update Node.js version distributed via studio to v8.16.0
 - The version of Node.js that is distributed with Studio is 8.16.0 and minimum version will be bumped to 8.0
 - If Studio doesn't find Node.js 8.0, it will install 8.16.0

Fixed issues

- [TISTUD-9049](#) - Unable to view application source when debugging Android project on Windows
- [TISTUD-9161](#) - iOS Debug: The debugger does not connect when trying to debug second time
- [TISTUD-9166](#) - iOS Debug: The iOS debug breaks on few anonymous files before app launches
- [TISTUD-9170](#) - Debugger: Exception in variable view due to empty labels for few variables
- [TISTUD-9171](#) - Debugger: debugger hangs against 8.1.0 SDK on first breakpoint in `ti.main.js`
- [TISTUD-9174](#) - Debugger: Breakpoints set in alloy `/lib` files do not get hit
- [TISTUD-9177](#) - Android Debug: Array variable cannot be expanded in variables view
- [TISTUD-9183](#) - Android Debug: The debugger suspends on wrong js file during alloy project debug on Android device