General

Q: What's new Adobe AIR 1.1?
A: Adobe AIR 1.1 includes the following new capabilities:

- Installation and other runtime dialog boxes have been translated into:
  - Brazilian Portuguese
  - Chinese (Traditional and Simplified)
  - French
  - German
  - Italian
  - Japanese
  - Korean
  - Russian
  - Spanish

- Support for building internationalized applications, including keyboard input for double-byte languages
- Support for localizing the name and description attributes in the application descriptor file
- Support for localizing error messages, such as SQLError.detailID and SQLError.detailArguments, in the SQLite database
- Addition of Capabilities.languages property to obtain an array of preferred UI languages as set by the operating system
- HTML button labels and default menus, such as context menus and the Mac menu bar, have been localized to all supported languages
- Support for certificate migration from a self-signed application to one that chains to a certificate of authority (CA)
- Addition of File.spaceAvailable: API to obtain the amount of disk space available on a disk
- Addition of NativeWindow.supportsTransparency property to determine whether a window can be drawn as transparent by the current operating system
- Bug fixes and memory improvements (see the bottom of this FAQ for details)

For more information, please see the Adobe AIR 1.1 Release Notes (.pdf).
Figure 1. A screenshot of the Fresh RSS reader application displaying feeds in Chinese.

Adobe AIR 1.1 FAQ
Figure 2. The Adobe AIR runtime installer dialog box translated into French.

Figure 3. A screenshot of the sample application Apprise localized into Russian.

Figure 4. Adobe AIR 1.1 includes keyboard input support for double-byte languages.
Q: Do I have to update my existing Adobe AIR application that targets 1.0 to support 1.1?
A: No. However, it is recommended that you update the “xmlns” attribute in your application descriptor to http://ns.adobe.com/air/application/1.1 so that you can take advantage of the new capabilities and performance improvements.

Q: Will users that have Adobe AIR 1.0 installed automatically be upgraded to Adobe AIR 1.1?
A: Yes. Periodically, Adobe AIR checks to see if a new version of the runtime is available. If a new version is available, it will automatically be downloaded in the background and the user will be prompted to update Adobe AIR the next time they launch an Adobe AIR application.

Q: Now that the Adobe AIR runtime is available in 10 new languages, will the Adobe website also be localized?
A: Yes. The Adobe AIR website will be available in all of the languages that are supported by the runtime.

Q: Where can I find the documentation for Adobe AIR 1.1?
The Adobe AIR 1.1 documentation is available on the website.

Flex Development

Q: How do I update Flex® Builder™ to use the Adobe AIR 1.1 SDK?
A: If you use Flex Builder 3 to build Adobe AIR applications, you will need to manually update the SDK. Instructions on how to perform a manual update are described in the Flex Builder TechNote. You can find out more about Flex 3 and the Adobe AIR 1.1 release here.

Q: How do I localize my existing Flex based application?
A: Localizing your existing Adobe AIR application is easy. Please refer to Christian Cantrell’s developer article for more information. In addition, it is recommended you review the Localizing Flex Applications chapter in the Flex 3 help.

Ajax Development

Q: How do I update Dreamweaver® to use the Adobe AIR 1.1 SDK?
A: In order to build Adobe AIR 1.1 applications using Dreamweaver, you will need to download and install an updated version of the Adobe AIR extension for Dreamweaver.

Q: How do I localize my existing Ajax application?
A: Localizing your existing Adobe AIR application is easy. Please refer to the Ajax Localization Quick Starts.

In addition, we have updated the Fresh sample application to include support for additional languages. The source code for this application can be viewed directly within the application by clicking the “Help > View source” menu item. See “locales” folder to view localized content as well as the <text> tags in the application.xml.
Flash Development

Q: How do I update Flash® CS3 Professional to use the Adobe AIR 1.1 SDK?
A: If you use Flash CS3 Professional to build Adobe AIR applications, you will need to manually update the SDK to support Adobe AIR 1.1. Instructions on how to perform a manual update are described in the following Flash TechNote.

Miscellaneous

Q: Is there an update to the alpha version of Adobe AIR for Linux to support the Adobe AIR 1.1 features?
A: No. The current version of Adobe AIR for Linux is available on Adobe Labs and does not include the 1.1 capabilities. We plan on releasing a beta version of Adobe AIR for Linux later this summer.

Q: Where can developers and end-users report bugs?
A: Please direct customers to submit bugs on our feedback page.

Q: Where can I learn more about how to develop a multilingual application?
A: We have made available a couple of samples applications on the Adobe Developer Center that demonstrate how to localize an Adobe AIR application. These two applications are Apprise and Fresh and the source code is available for both.

- Download Fresh (Ajax sample)
- Download Apprise (Flex Builder sample)

Q: Do I need to update my install badge for Adobe AIR 1.1?
A: No. You can use the existing badge to download your applications. You are now able to localize your badge by using the version available in the Adobe AIR 1.1 SDK.

Q: Are there any new deployment features for developers or enterprises?
A: Yes. Developers are now able to silently install the runtime and application with their native installers through the standard Adobe AIR Distribution License Agreement.

Enterprises can deploy the runtime and Adobe AIR applications using tools such as Microsoft SMS, IBM Tivoli, or any deployment tool that supports silent installs.

- How to obtain an Adobe AIR Distribution License Agreement http://www.adobe.com/go/redistributeair

Q: Are there any other announcements along with Adobe AIR 1.1?
A: Yes. The Application Update Framework for Adobe AIR is now available on Adobe Labs. This framework makes it even easier to update your application by providing a set of libraries and a UI you can include as part of your application.
Bug Fixes

Q: What bugs have been fixed in AIR 1.1?
A: Over 400 bugs were fixed for AIR 1.1. Highlights include:

- **Clipboard & Drag and Drop**
  - Windows: copy/paste doesn’t work if caps lock is on (1668043)
  - Fixed issues with Bitmaps when using system clipboard or drag-and-drop. (1678696, 1769228)

- **File**
  - Fixed Windows bug that resulted in upload requests timing out after 30 seconds. (1775019)

- **Garbage Collector**
  - Improved GC behavior, especially on Mac OS. Fixed a number of cases where objects were incorrectly not being collected. Also improved the logic by which AIR returns available memory to the OS. (1659429, 1647403, 1643169, 1669556)

- **HTML**
  - Calling new Date().toLocaleString() in JavaScript on the Mac returns "#c", instead of the local time. (1788971)
  - AIR Introspector can now be used with a mx:HTML component in Flex-based applications that load HTML content in the application sandbox. (1781359)
  - The HTMLLoader userAgent string was changed from "AppleWebKit/420" to "AppleWebKit/523" to reflect the latest WebKit integration. (1700375)
  - HTML content would sometimes be rendered with an incorrect character set. (1620466)

- **Installer**
  - On Windows, AIR applications can now be uninstalled even if AIR has already been uninstalled.
  - The AIR uninstaller will now warn you if you still have AIR applications installed.
  - Windows installer reliability has been improved
  - startAtLogin failed to function after an application update. (1718002)
  - Icons for a registered file type would sometimes override the application icon. (1625832)

- **Menus**
  - NativeMenu.display() ignores coordinates on Mac (1665558)
  - The same NativeMenu object can now be used in multiple places. (1750741, 1736024)
  - Fixed bug in which the displaying event was not getting dispatched for Windows context menus. (1660102)
  - Fixed bugs dealing with menu placement when using NativeMenu.display(). (1665558, 1751993)
  - Fixed bug affecting Mac Edit menu commands and keyboard equivalents (1726332)

- **Windowing**
  - Fixed Mac bug affecting applications with multiple windows using the NativeWindow.startMove() and startResize() methods. (1706802)
  - Fixed bug affecting Screen objects in certain monitor layouts on Mac OS. (1791656, 1694302)