

Fluid Infusion 1.1

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Updated - Fluid Infusion 1.1.3

A minor update has been released.
This update fixes [FLUID-3679](#) and [FLUID-3692](#).

Release date: September 1, 2010

- [Minified deployment package](#) - Small deployment package. Not appropriate for development because of minified source code.
- [Source package](#) - All release files in a single Zip archive.
- [SVN](#) - Download this release using SVN.

Updated - Fluid Infusion 1.1.1

A minor update has been released. It is identical to Fluid Infusion 1.1 but includes several bug fixes.

Release date: August 12 2009

- [Minified deployment package](#) - Small deployment package. Not appropriate for development because of minified source code.
- [Source package](#) - All release files in a single Zip archive.
- [SVN](#) - Download this release using SVN.

Latest Release: Fluid Infusion v1.1

Current release: Fluid Infusion v1.1

Release date: June 2, 2009

- [Minified deployment package](#) - Small deployment package. Not appropriate for development because of minified source code.
- [Source package](#) - All release files in a single Zip archive.
- [SVN](#) - Download this release using SVN.

What's New in Fluid Infusion 1.1

This release:

- Updates our supported browsers to include the latest from Yahoo's A-grade browser list
 - see [Browser Support](#)
- Provides the ability to create custom builds:
 - see [Custom Infusion Builds](#)
- Adds jQuery UI Themes for working with FSS themes
- Adds new and powerful decorators for the Renderer:
 - The "fluid" decorator instantiates any Fluid Infusion component bound to the markup
 - New support for removing arbitrary attributes and CSS classes
- Updates the Pager:
 - Improved handling of column sorting
 - Fixed persistence of focus
- Updates the Uploader:
 - User can manually switch to the standard non-Flash http file uploader
 - Uploader Browse button now respects DOM z-index in Flash 10
- Updates the User Interface Options:
 - Better cross browser support
 - Better keyboard and screen reader accessibility
- Changes some class names in the FSS and components:
 - see [Upgrading from Infusion 1.0 to Infusion 1.1.x](#)
- Changes some Framework API:
 - see [Upgrading from Infusion 1.0 to Infusion 1.1.x](#)
- Fixes many bugs

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Past Releases

- [Fluid Infusion 1.0](#)
- [Fluid Infusion 0.8](#)
- [Fluid Infusion 0.7](#)
- [Fluid Infusion 0.6](#)
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What is Fluid Infusion?

Fluid Infusion is a collection of rich, reusable, accessible user interface components built for the Web. These components have been designed by a cross-disciplinary team and thoroughly tested for usability and accessibility. By incorporating Fluid components into your web application's user interface, you will make your application easier to use by more people. Easier to use means happier users.

Known Issues

FSS:

- [Flexible columns don't maintain proper alignment under certain conditions](#)
- [In IE, major font size changes break text positioning within form controls](#)
- [Opera doesn't seem to repaint certain CSS changes on the fly, requiring a refresh to see them](#)

Framework:

- [Renderer performance can be slow on IE 6 and 7 in some contexts](#)

Inline Edit:

- [Pressing the "Tab" key to exit edit mode places focus on the wrong item](#)
- [Inline Edit test fails using IE 8](#)

Uploader:

- [Uploader is dependent on ProgressiveEnhancement.js, which is not included in InfusionAll.js](#)
- [The browse files button displays as a white box in IE 7 when running off the local system in Flash 10](#)
- [Cannot tab away from the "Browse Files" button with Flash 10; using FF3](#)
- [Cannot Tab to the "Browse More" button with Flash 10, using FF2](#)
 - For information related to known issues with Flash 10 compatibility, see [Known Uploader issues with Flash 10](#)

Layout Reorderer:

- [Can't use keyboard reordering to move a nested reorderer to the right column, using IE6](#)
- [In IE, can't reorderer portlets containing Google components](#)
- [Portlet Columns load with no padding between them in IE7](#)

Pager:

- [The Pager will be refactored. Note that as a result of this, there will be significant changes to the Pager API](#)
- [The self-rendering mode of the Pager is not the default mode](#)

Reorderer:

- [Can't use the "Tab" key to navigate out of reorderable tabs](#)
- [Edge case: visual position of drop target when droppable is at beginning or end of a row](#)

- [Dragging an image offscreen or out of the frame has some unexpected results](#)

UI Options:

- [Minimum font size control changes the text size even when the base size is larger than the minimum](#)
- ["Links" selection does not work correctly in UIOptions](#)
- [Keyboard navigation inside the dialog breaks in simple layout mode: using FF](#)
- [Scrolling the screen while the UI Options dialog is open, will cause it's contents to appear distorted: using IE](#)

See <http://issues.fluidproject.org/secure/IssueNavigator.jspx?mode=hide&requestId=10202> for an up-to-date listing of known issues with this release.

Status of Components

Status	Description	Components
Production	Supports A-Grade browsers, stable for production usage across a wide range of applications and use cases	InlineEdit - Simple Text Reorderer - Layout Reorderer - List Reorderer - Grid Reorderer - Image
Preview	Still growing, but with broad browser support. Expect new features in upcoming releases	Pager Progress UI Options Uploader
Sneak Peek	In development; APIs will change. Share your feedback, ideas, and code	Inline Edit - Rich Text Inline Edit - Dropdown Table of Contents

Getting Help

For questions and assistance using Infusion 1.1, join the [infusion-users mailing list](#), or join our [IRC Channel](#). If you find a bug or issue with 1.1, you can file bug reports on our [issue tracker](#).

Help us Build a Usable Web For Everyone

The Fluid Project is an open, collaborative development project. Our goal is to improve the user experience of community source web applications, so if you are a designer or developer and want to change the world, consider getting involved! The Fluid component library includes not only full source code but also a designer's toolkit that offers useful design, accessibility, and usability strategies and documentation, all backed by a growing community of interaction designers, user interface experts, and software developers contributing a wealth of expertise in usability and accessibility.

Licensing

Fluid code is licensed under a dual ECL 2.0 / BSD licence. The specific licences can be found on the Fluid wiki's [Infusion Licence Template](#) page.

Appreciation

Thanks to all the designers, developers, testers, and support folks who helped us get this release out the door!