



ISO-Designer

Version update from v. 5.3.1 to v. 5.4.0

We automate your success

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Revision 1.00

10/30/2019

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Table of Contents

1	New features.....	3
1.1	General information	3
1.1.1	New button "Collapse all"	3
1.1.2	Renaming workspaces and projects	3
1.1.3	Commentary function	3
1.1.4	Object prefix across projects	3
1.1.5	Post Build function has been added.....	3
2	Fixed software bugs.....	4
2.1	Objects	4
2.1.1	Wrong color values were assigned to images containing shades of gray.	4
2.1.2	Missing Properties when Copying a PictureGraphic Object.....	4
2.1.3	Changes of the Point property in case of a rectangle	4
2.1.4	Window-Mask-Object did not allow all objects in a container.....	4
2.1.5	When copying and pasting an object, the mask position shifted.....	4
2.1.6	Property "Suppress" of a Rectangle object at runtime	4
2.1.7	Drag&Drop of images and SVGs in the ObjectPool	4
2.1.8	Wrong Vertical Alignment at the OutputString of a Button	4
2.2	General information	4
2.2.1	Deletion of a Datamask possibly led to a crash	4
2.2.2	Crash of ISO-Designer at pasting a soft key by means of copy and paste in the library..	4
2.2.3	Wrong entry for ColorMap object in C file	5
2.2.4	When the workspace was closed, the tooltip of an object was still displayed	5
2.2.5	Inadequate error if the project path contained non-permitted special characters.....	5
2.2.6	CAN download ignored filter wildcard	5
2.2.7	IOP-Import did not import texts correctly	5
2.2.8	Wrong and missing button properties.....	5
2.2.9	Background color of a mask in the simulator	5
2.2.10	First Byte in C file with definition of ISO_OP_MEMORY_CLASS	5
2.2.11	Incorrect display of the mouse pointer when inserting a softkey	5
2.2.12	FTP deployment was missing	6
2.3	Editor	6
2.3.1	Deleting a Datamask caused the program to crash	6
2.3.2	Groups were not correctly displayed in the component editor	6
2.4	Macros and events	6
2.4.1	ChangeFillAttribute command of an ISO macro was not correctly compiled.....	6
2.4.2	The macro command ChangeFontAttributes lacked a parameter.....	6
2.4.3	Macro commands with colors were imported incorrectly.....	6
2.5	Compiler	6
2.5.1	ISO compiler only processed first macro of a mask event	6

1 New features

Below, all features that are new in this version, as well as the enhancements are listed.

1.1 General information

1.1.1 New button "Collapse all"

A button has been added to the docking window of the object pool by which all expanded entries can be closed.

1.1.2 Renaming workspaces and projects

Workspaces and projects can now be renamed. As an option, the corresponding directories can be renamed as well. This function can either be executed via file menu or via shortcut menu which is in the tree of the workspace.

1.1.3 Commentary function

Now, JVS lets you add a comment to any object.

1.1.4 Object prefix across projects

An edit box called **Prefix For Object Templates** has been added for entering a prefix. By default, the edit box is void. In this case, the object names are put together as defined in the Name column. If a prefix has been entered in the edit box, it will automatically precede the object name.

Example: Prefix = **MyProject123_**, Name Format Button = "Button_%ld"

Output in the **Name** edit box of the **Properties** pane = **MyProject123_Button10000**

1.1.5 Post Build function has been added

A batch job can now be defined in the project properties which is executed after a successful compiler run.

2 Fixed software bugs

This chapter describes the software bugs which have been fixed in the new software release.

2.1 Objects

2.1.1 Wrong color values were assigned to images containing shades of gray.

For the Picture Graphic object, color indices taken from the proprietary range (greater than 231) were used. Now, the predefined color indices from 0 to 231 are used.

2.1.2 Missing Properties when Copying a PictureGraphic Object

If a PictureGraphic object was copied directly from the library into the object pool and was not included in a mask, then not all properties were set.

2.1.3 Changes of the Point property in case of a rectangle

Changing coordinates of the corner points is not needed within the properties window, as a rectangle is defined by its width and height.

2.1.4 Window-Mask-Object did not allow all objects in a container

The compiler error when checking the referenced ISO objects of a container on a window mask object was fixed.

2.1.5 When copying and pasting an object, the mask position shifted

If an object was inserted into a mask, the original position of the mask was automatically moved so that the object was no longer visible.

2.1.6 Property "Suppress" of a Rectangle object at runtime

Due to rounding errors, lines were displayed incorrectly in enlarged and scrolled design view. This caused suppressed lines of a Rectangle object to be displayed incorrectly.

2.1.7 Drag&Drop of images and SVGs in the ObjectPool

If images or SVG files were copied from Windows Explorer to a mask using Drag&Drop, ISO-Designer created for these files twice as many objects in the ObjectPool.

2.1.8 Wrong Vertical Alignment at the OutputString of a Button

A vertical alignment was not yet defined in level 3 for OutputString and OutputNumber. This flag is now compiled with 0 (default).

2.2 General information

2.2.1 Deletion of a Datamask possibly led to a crash

Deleting a datamask that was open in the main window caused a crash in some cases. This bug was fixed by automatically closing the window after deletion.

2.2.2 Crash of ISO-Designer at pasting a soft key by means of copy and paste in the library

ISO-Designer crashed when pasting a soft key by means of copy and paste in the library.

2.2.3 Wrong entry for ColorMap object in C file

For the ColorMap object, the number of color entries was written to the C file with the keyword WORD.

2.2.4 When the workspace was closed, the tooltip of an object was still displayed

In the Workspace view, the tooltip of an object was displayed at the mouse pointer, although the workspace was already closed.

2.2.5 Inadequate error if the project path contained non-permitted special characters

If a folder name with special characters such as %, &, < or > was used for a project, malfunctions with unclear error messages occurred. A more detailed error message is now displayed and a warning is displayed in the message window when opening a project.

2.2.6 CAN download ignored filter wildcard

When determining the files that are relevant for the download/deployment, the wildcard filter was ignored. This also affected the deployment via FTP and file system.

2.2.7 IOP-Import did not import texts correctly

During IOP import, the texts of InputText and OutputText objects were imported as question marks if the font had the **Proprietary** type. Now, the text of proprietary fonts is imported as ISO Latin 1.

2.2.8 Wrong and missing button properties

In VT level 2 the property **Checked** was not displayed immediately when Latchable was set. Too many properties were offered in VT level 3. In VT level 4 and higher Enable, SuppressBorder and NoBorder were not offered for selection.

2.2.9 Background color of a mask in the simulator

So far, it has been possible to define any RGB values for the mask background. However, since only 256 colors are available according to the ISO standard, such color definitions are not valid for ISO platforms. The ISO-Designer now corrects undefined color values. The simulation and runtime have always correctly displayed the colors.

2.2.10 First Byte in C file with definition of ISO_OP_MEMORY_CLASS

At the beginning of ISO_OP_MEMORY_CLASS 17 was always written into the C file. This line has been removed.

2.2.11 Incorrect display of the mouse pointer when inserting a softkey

The mouse pointer was displayed incorrectly when inserting a new softkey into a zoomed softkey mask. If the mouse pointer was moved over a free slot, the display indicated that no softkey could be inserted at the current mouse position.

2.2.12 FTP deployment was missing

In the ISO-Designer only CAN and file system could be selected as target platform, FTP was missing.

2.3 Editor

2.3.1 Deleting a Datamask caused the program to crash

Deleting a datamask that was open in the main window caused a crash in some cases. This bug was fixed by automatically closing the window after deletion.

2.3.2 Groups were not correctly displayed in the component editor

When opening a group in the component editor, it was not positioned correctly in the top left-hand corner.

If a zoom factor > 1 was set in the component editor and the component editor was closed and opened again, then an incorrect zoom factor was used. The object to be edited was outside the visible area.

2.4 Macros and events

2.4.1 ChangeFillAttribute command of an ISO macro was not correctly compiled

When compiling an ISO project, a C header is generated. There, the macro instruction **ChangeFillAttribute** was compiled incorrectly. The object ID was formatted incorrectly and the FillType was written down incorrectly.

2.4.2 The macro command ChangeFontAttributes lacked a parameter

The FontType parameter was missing from the **ChangeFontAttributes** macro command.

2.4.3 Macro commands with colors were imported incorrectly

The colors in macro commands were displayed in hex instead of decimal.

2.5 Compiler

2.5.1 ISO compiler only processed first macro of a mask event

When compiling a mask, only the first macro per event was processed. If several macros were assigned to an event, they were not compiled and therefore did not appear in the compilation (*.iop).