



ISO-Designer

Version Update from v. 5.1.1 to v. 5.2.0

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Table of contents

1	Introduction	4
2	Enhancements	6
2.1	Enhanced presentation and handling of events and macros.....	6
2.2	Presentation of groups.....	6
2.3	Aspect ratio of images locked.....	6
2.4	Option Use former style when creating new objects.....	6
2.5	Copy Style feature.....	7
2.6	Simplified reusability of complex graphics taken from the library.....	7
2.7	Easier shifting of zoomed masks.....	7
3	Fixed software bugs	8
3.1	Drag & Drop for soft keys in a KeyGroup.....	8
3.2	<Str> + <A> followed by <C> causes a wrong result to be displayed in Properties pane ...	8
3.3	External Pointer Object on Window Mask caused a build error.....	8
3.4	Unhandled exception at adding a resource file.....	8
3.5	Unhandled exception in case of too long project paths.....	8
3.6	Wrong tooltip texts in status bars and menus.....	9
3.7	Error at Object Label Reference List.....	9
3.8	The program froze at navigating the tabs in Object Label Reference List.....	9
3.9	Objects which were not supported on the VT level caused a compiler error.....	9
3.10	Exception at adding wrong file types in the resource file.....	9
3.11	Error at Object Label Reference List for string variable and graphical reference.....	9
3.12	A wrong name was displayed in the dialog "New Directory Name" of the library.....	10
3.13	Zoom settings of masks in the design view.....	10
3.14	Faulty selection while several objects were being added in the component editor.....	10
3.15	Clearing of attributes lead to a crash.....	10
3.16	Name of the category in the case of Input Number objects.....	10
3.17	Tab Index and Z folders were displayed with the top level objects in the object pool.....	10
3.18	The object pool also displayed objects assigned for clearing.....	11
3.19	Name of the category in the case of Input Number objects.....	11
3.20	Proprietary font attributes.....	11
3.21	If a softkey mask is applied, a value < 6 cannot be entered into Number of Visible Keys.	11
3.22	The key code for the button was not taken over.....	11

1 Introduction

Overview Version 5.2.0

The following table gives an overview of newly added or enhanced features and fixed software bugs:

Feature	New	Enhanced	Fixed
Enhanced presentation and handling of events and macros		✓	
Presentation of groups		✓	
Aspect ratio of images locked		✓	
Option Use former style when creating new objects	✓		
Copy Style feature	✓		
Simplified reusability of complex graphics taken from the library		✓	
Easier shifting of zoomed masks		✓	
Drag & Drop for soft keys in a .			✓
<Str> + <A> followed by <C> causes a wrong result to be displayed in Properties pane			✓
External Pointer Object on Window Mask caused a build error			✓
Unhandled exception at adding a resource file			✓
Unhandled exception in case of too long project paths			✓
Wrong tooltip texts in status bars and menus			✓
Error at Object Label Reference List			✓
The program freezes at navigating the tabs in Object Label Reference List			✓
Objects which were not supported on the VT level caused a compiler error			✓
Exception at adding wrong file types in the resource file			✓
Error at Object Label Reference List for string variable and graphical reference			✓
A wrong name was displayed in the dialog New Directory Name of the library			✓
Zoom settings of masks in the design view			✓
Faulty selection while several objects were being added in the component editor			✓
Clearing of attributes lead to a crash			✓
Name of the category in the case of Input Number objects			✓
Tab Index and Z folders were displayed with the top level objects in the object pool			✓
The object pool also displayed objects assigned for clearing			✓
Name of the category in the case of Input Number objects			✓
Proprietary font attributes			✓

Feature	New	Enhanced	Fixed
In a softkey mask of several columns, a value < 6 could not be entered under Number of Visible Keys			✓
The key code for buttons on the S-platform is not taken over			✓

2 Enhancements

Introduction

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

2.1 Enhanced presentation and handling of events and macros

Events and macros

From now on, macros and events are also displayed in the Properties pane at a selection in the object pool or in the Workspace tree. At an event, the hotkey can be edited in the Properties pane. In a macro, name and object ID can be edited.

The macro editor has been enhanced. By means of three buttons, macros can be selected, newly created or replaced. In a macro that is presently being used, now also name or object ID can be changed.

2.2 Presentation of groups

Graphical User Interface

The settings **Draw border around groupings** has been shifted from **Tools/Options** to **View/Show border around groupings**. The frame enclosing a group is now drawn as a dashed rectangle, if the group has been selected.

2.3 Aspect ratio of images locked

Object properties

Images have been assigned this property for locking their aspect ratio. For newly inserted images, this property is inactive by default.

2.4 Option Use former style when creating new objects

Usability

When creating new objects having got a fill, line, or font style, up to now always the styles being used last were applied. The new option always permits using default styles for creating new objects. In this case, new style instances are generated each time a new object is created.

2.5 Copy Style feature

Usability	Within masks it is now possible to transfer the styles of an object to another object as follows: <ol style="list-style-type: none">1. Select the source object2. Select Copy Style in the tool bar3. Select the target object
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2.6 Simplified reusability of complex graphics taken from the library

Usability	A new line allowing for selection of the action for all objects has been introduced. The "expert mode" for setting the action for each object individually remains.
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2.7 Easier shifting of zoomed masks

Usability	By pressing the space key, the cursor symbol will change to "hand" image. Simultaneous left mouse click and moving the mouse causes the view to be shifted. This behavior therefore conforms with other standard programs.
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3 Fixed software bugs

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

3.1 Drag & Drop for soft keys in a KeyGroup

Error description On soft keys being part of a KeyGroup, no child elements could be placed by drag & drop in the component editor.

3.2 <Str> + <A> followed by <C> causes a wrong result to be displayed in Properties pane

Error description This error only occurs, when the program is executed in a **virtual machine**. Pressing **<Strg> + <A>** in the properties pane to select the contents and - without releasing the **<Strg>** key - pressing **<C>** immediately after this, letter **c** is inserted into the Properties pane. If, though, after pressing **<Strg> + <A>**, the **<Strg>** key is released and then **<Strg> + <C>** is pressed, things work as usual.

3.3 External Pointer Object on Window Mask caused a build error

Error description A build error was caused, when **External Pointer Object** had been assigned to a Window Mask (VT level 5 and 6).

3.4 Unhandled exception at adding a resource file

Error description Setting the option **Copy To Local Folder** and then adding a resource which is already part of the project directory to the project caused a crash.

3.5 Unhandled exception in case of too long project paths

Error description Creating projects of too long project paths caused unhandled exceptions.

3.6 Wrong tooltip texts in status bars and menus

Error description Some tooltip-texts for status bar and menus were not correct or inconsistent.

3.7 Error at Object Label Reference List

Error description In case of Object Label Reference List, Graphical Reference could not be reset to NULL:None.

3.8 The program froze at navigating the tabs in Object Label Reference List

Error description The program could freeze at navigating the tabs in Object Label Reference List.

3.9 Objects which were not supported on the VT level caused a compiler error

Error description Objects which were present in the object pool, yet not supported by the latest VT level, caused a compiler error.

3.10 Exception at adding wrong file types in the resource file

Error description If in a resource file a wrong file type (no graphics file) was added to the Image or Imagelist type, an exception was thrown.

3.11 Error at Object Label Reference List for string variable and graphical reference

Error description The ISO compiler issued an error message, if in the object **Object Label Reference List** in the Properties pane, there was a string variable and a graphical reference at the same time, or if both were missing.

3.12 A wrong name was displayed in the dialog "New Directory Name" of the library

Error description In the dialog **New Directory Name** of the library, **Library Name** instead of **Directory Name** was displayed.

3.13 Zoom settings of masks in the design view

Error description The zoom settings for individual masks in the design view were not always saved.

3.14 Faulty selection while several objects were being added in the component editor

Error description If by Copy & Paste several objects at once had been pasted to the component editor, it turned out that after the operation only one of the pasted components had been selected. Now, the behavior has been adjusted, so that at pasting to masks all pasted objects have been selected.

3.15 Clearing of attributes lead to a crash

Error description Clearing of attributes opened in the component editor lead to a crash.

3.16 Name of the category in the case of Input Number objects

Error description The name of the category in the case of Input Number objects in the object pool on VT levels 4, 5, and 6, was wrong. **Output String** instead of **Input Number** was displayed.

3.17 Tab Index and Z folders were displayed with the top level objects in the object pool

Error description These properties are now displayed/hidden in analogy with the respective position property.

3.18 The object pool also displayed objects assigned for clearing

Error description To some of the objects to be cleared, asterisks had been assigned, while other objects of the same object ID were present in the object pool.

3.19 Name of the category in the case of Input Number objects

Error description The name of the category in the case of **Input Number** objects in the object pool on VT levels 4, 5, and 6, was wrong. **Output String** instead of **Input Number** was displayed.

3.20 Proprietary font attributes

Error description If, for a font attribute "Propriety Type" had been selected, malfunctioning resulted.

3.21 If a softkey mask is applied, a value < 6 cannot be entered into Number of Visible Keys.

Error description Independent of what For this reason, the property **Number of Visible Keys** was renamed into **Number of Visible Keys Per Line Or Column**. Depending on the property **Orientation**, values < 6 are now permitted as well (example: **Orientation LeftRight** ==> minimum value for **Number of Visible Keys Per Line Or Column** equals 3).

3.22 The key code for the button was not taken over

Error description The key code for the button was not taken over correctly. Internally, an incorrect value was saved.

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