



ISO-Designer

Version update from v. 5.5.1 to v. 5.6.0

We automate your success

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Revision 1.00

5/9/2022

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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 Compiler message in case of missing object names

ISO platform projects issue a warning at compile time if object names are missing.

1.1.2 Hidden DesignArea

The DesignArea setting option is not available for the ISO-Designer and has therefore been hidden in the settings.

1.1.3 Incorrect display after inserting an object

If an object was dragged from the library onto a mask and the process was canceled by the user, the dashed rectangle remained. Scrolling or zooming removed it again.

1.1.4 Sorting option for masks in the workspace

The masks can now be sorted by name and ObjectID in the Workspace window.

1.1.5 Aligned Object IDs and Type IDs

For ISO projects, the object IDs have been aligned with the type IDs.

Example:

DataMask type = 1, ObjectIDs from 1000

ObjectPointer type = 27, ObjectIDs from 27000

1.1.6 Tooltips in workspace and object pool were too large

Objects with dimensions larger than 250x250 pixels are displayed in a reduced size as tooltip.

For the VG platforms, the size reductions were calculated incorrectly.

1.1.7 For the VG platforms, the size reductions were calculated incorrectly.

1.2 Objects

1.2.1 Scaled Graphic Object

The new Scaled Graphic object was added to VT Level 6. This object lets you scale a Picture Graphic object.

1.2.2 Special Controls WorkingSet for ISO VT Level 6

New object WorkingSet Special Controls for ISO VT level 6 was implemented.

1.3 Object pool

1.3.1 Copy & Paste in the object pool

It is now possible to copy objects directly in the object pool. Until now, this was only possible on a mask or in a library.

1.4 Library

1.4.1 Copying softkey masks via library

Softkey masks can be dragged and dropped into the library and a copy can be made.

2 Fixed Software Bugs

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

2.1 General Information

2.1.1 Clipboard was deleted

During a search in the object pool, pressing CTRL+F deleted the text from the clipboard. There was then no text available in the search dialog to paste into the search box.

2.1.2 Selection of objects in the ObjectPool

If the ObjectPool window was arranged on the left in the workspace and an object was selected, then the selection jumped down several lines when the shortcut menu was called.

2.1.3 SearchObjectByName dialog did not activate the edit box

If the search dialog was opened via the key combination CTRL+F, then the box for the search text was not selected for direct input.

2.1.4 PostBuild and PostDeployment were executed twice

After a build operation, PostBuild was executed twice. After a deploy operation, PostDeployment was executed twice.

2.1.5 SVG and image list editing window too small

The window for editing SVG and image lists was displayed too small. It had to be drawn larger to allow for editing.

2.1.6 Default background color of softkeys and softkey masks

The default background color of softkeys and softkey masks was incorrect and not an ISO color.

2.1.7 New objects were inserted in the wrong place in the object pool

If new objects were created in the object pool using **InsertNewObject** from the shortcut menu, then these were sometimes sorted incorrectly.

2.1.8 Proprietary fonts were handled incorrectly in ISO-Designer

The compiler setting **Compile unicode string** is no longer applicable. ISO-Latin font types (0, 1, 2, 4, 5 and 7) are now compiled as ASCII. If the proprietary fonts (240 - 255), from VT Level 4, contain Unicode characters, then these must be compiled as WideString with LittleEndian according to the ISO specification.

2.2 Objects

2.2.1 GraphicData object

For a Scaled Graphic object, only one Graphic Data object may be referenced.

2.2.2 Compilation of AuxFunction2

AuxFunction2 was compiled incorrectly.

2.2.3 Image or SVG object was not copied locally

If an image or SVG file was inserted into a mask via drag & drop, then this file was not copied to a local project folder, despite activation in Tools/Options.

2.2.4 Inserting a zero (65535) as a list entry

For InputList objects, no empty list entries could be defined in VT level 2 and 3. For these VT levels it is now possible to insert empty pointers into an InputList. These are then converted by the compiler as object ID 65535 (zero). During ISO import these placeholders are imported as empty pointers.

2.2.5 Changing ellipses

Changing the position or size of a large ellipse could cause the size or position of the ellipse to change by 1 px.

2.2.6 Locked Property container object

The container object ignored the Locked property during the loading process.

2.3 Macros

2.3.1 Macro command ChangeChildLocation wrote wrong value

The values for ChangeX and ChangeY are now written to the c_File with an offset of 127.