



ISO-Designer

Version update from v. 4.0.6 to v. 5.1.0

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Introduction

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1 Introduction

Overview
Version 4.0.6

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

Function	New	Enhanced	Fixed
Drag & drop under STX-VG from the project tree to the masks	✓	✓	
Inserting images and SVGs (Scalable Vector Graphics) by drag & drop	✓	✓	
Expansions of the context menus for JetViewSoft		✓	
Reverse rendering of the visible area of a zoomed mask in Object Preview	✓	✓	
Up to now, the Properties pane could not be operated via keyboard throughout		✓	
Adjustment of the scroll wheel functions		✓	
A project was not saved, if a new project was opened via Recent Workspace			✓
Changes made to content of a group in the component editor were not visible immediately			✓
ArcWidth smaller than 0 caused faulty rendering on all platforms			✓
Double-click on an object caused the component editor to be opened in scrolled view			✓
At clearing masks, the disabled query dialog shortly opened			✓
Labeling disappeared in the tree view, if the left margin was not visible			✓
On none of all platforms, the dialog for editing line points via context menu could not be opened any more			✓
Language settings were not saved			✓
Faulty display after exiting copy and paste			✓
Missing external file belonging to a Workspace folder causes a crash			✓
The commands EnableObject and DisableObject were not available in ISO-Designer for the button			✓
String variables using Cyrillic character sets in IOP data were not output correctly			✓
Adjustments made to expressions in ISO commands			✓
Faulty assignment of JVERIDs when creating resources			✓
The preview of closed masks was not displayed on the vector graphic platform			✓
The popup dialog for OutputString values in the Properties pane could not be opened properly			✓
Selection via selection frame (on all platforms) did not work correctly			✓
The selection frame outside the mask had not been drawn correctly			✓
Entering a deployment path without leading '\' resulted in a faulty path display			✓
Adjusting object relationships to the respective VT level			✓
Missing events			✓

Function	New	Enhanced	Fixed
By mistake the macro commands ChangePolygonPoint and ChangePolygonStyle were already available in VT level 3.			✓
Mouse coordinates in the status line were not rendered correctly after moving an object			✓
Missing commands, respectively commands having been assigned to the wrong level			✓
Showing or hiding object properties as set by standard			✓

2 New features and enhancements

Introduction The present release includes new or enhanced features described below.

Drag & drop under STX-VG from the project tree to the masks

Design time: The missing feature of placing objects in masks by direct drag & drop from the project tree, has been added.
Operation

Inserting images and SVGs (Scalable Vector Graphics) by drag & drop

Design time: Now, you can take images and SVG graphics from the Explorer and insert them into a mask by **drag & drop**.
Operation

Expansions of the context menus for JetViewSoft

Design time: The context menus for mask and component editor have been enlarged and enhanced in analogy with the main menu as follows:
Operation

The following entries have been collected to become submenu **Structure**.

- Order
- Grouping

The following entries have been included into the context menu:

- Align
- Nudge
- Layout
- Rotate
- Dynamics
- Drawing

Reverse rendering of the visible area of a zoomed mask in Object Preview

Design time: In Object Preview, the invisible area is of a mask is now colored gray instead
Operation of the visible area. From now on, the visible area is rendered correctly.

Up to now, the Properties pane could not be operated via keyboard throughout

Design time: Operation Operating the Properties pane has been revised. It can now be operated via keyboard completely (please refer to the Help).

Adjustment of the scroll wheel functions

Design time: Operation Zooming: **CTRL + scroll wheel**
Vertical scrolling: **Scroll wheel**
Horizontal scrolling: **Shift + scroll wheel**

3 Fixed software bugs

Introduction	This chapter describes the software bugs which have been fixed in the new software release.
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A project was not saved, if a new project was opened via Recent Workspace

Design time: Operation	If in a presently loaded workspace a project had been modified and a new workspace was loaded via Recent Workspace , these changes were not stored.
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Remedy/workaround	-
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Changes made to content of a group in the component editor were not visible immediately

Design time: Operation	If a grouping had been uploaded to the component editor to be processed, and if after that the mask was re-activated, the changes made to the editor were not visible immediately.
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Remedy/workaround	-
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ArcWidth smaller than 0 caused faulty rendering on all platforms

Design/runtime: Presentation error	If, in the Properties pane for ArcWidth a negative value had been entered, drawing the arc was not displayed correctly.
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Remedy/workaround	-
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Double-click on an object caused the component editor to be opened in scrolled view

Design time: Operation	In an object had been uploaded to the component editor for editing, it was always displayed in scrolled view. This only occurred with a zoomed component editor.
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Remedy/workaround -

At clearing masks, the disabled query dialog shortly opened

Design time:
Operation If the query had been deactivated before clearing a mask, the dialog still occurred shortly to automatically close again.

Remedy/workaround -

Labeling disappeared in the tree view, if the left margin was not visible

Design time:
Presentation error Text belonging to lines and columns disappeared, if the left margin was not visible any more. This came into effect, when a tree view was scrolled to the right.

Troubleshooting in the workspace tree, docking window for alarm and message output

Remedy/workaround -

On none of all platforms, the dialog for editing line points via context menu could not be opened any more

Design time:
Operation This error has been fixed.

Remedy/workaround -

Language settings were not saved

Design time:
Operation The changes made were not saved. They were rather reset after reloading. All languages used to be selected for being deployed.

Remedy/workaround -

3 Fixed software bugs

Faulty display after exiting copy and paste

Design time: If an object was to be entered into a mask by copy and paste, the dashed outline of the object remained visible after exiting the Copy Settings dialog.

Remedy/workaround -

Missing external file belonging to a Workspace folder causes a crash

Design time: If files are not at their location any more, an icon is now displayed which indicates there is a file missing. There will be no more program crash.

Remedy/workaround -

The commands EnableObject and DisableObject were not available in ISO-Designer for the button

Design time: These commands have been supplemented for VT level 4 and VT level 5.

Operation -

String variables using Cyrillic character sets in IOP data were not output correctly

Design time: This bug has been fixed in the compiler.

Compiler -

Remedy/workaround -

Adjustments made to expressions in ISO commands

Runtime: Operation	In Type , there are several parameters for ChangeFillAttributes() . Selection for 2: use fillcolor has been changed to fill Color .
	In ChangeLineAttributes() , the last parameter was changed from Art to Line Art .
Remedy/workaround	-

Faulty assignment of JVERIDs when creating resources

Design time: Resource management	The following error has been corrected: Creating TEXT1 and renaming TEXT1 ==> JVERID = 1 Creating TEXT2 ==> JVERID = -1 Creating TEXT2 ==> JVERID = -1 ...
Remedy/workaround	-

The preview of closed masks was not displayed on the vector graphic platform

Design time: Presentation error, operation	The preview of vector graphic mask not yet opened did not work. Now, vector graphic masks which have not been opened yet can also be presented in the preview.
Remedy/workaround	-

The popup dialog for OutputString values in the Properties pane could not be opened properly

Design time: Operation	The popup dialog for editing OutputString values was not displayed correctly any more. Values could neither be entered nor changed there.
Remedy/workaround	-

3 Fixed software bugs

Selection via selection frame (on all platforms) did not work correctly

Design time: Operation	Only objects with their upper left corner being within the selection frame were selected.
Remedy/workaround	-

The selection frame outside the mask had not been drawn correctly

Design time: Presentation error	If the user tried to select an object which was outside the mask by means of the selection frame, this selection frame was not rendered correctly.
Remedy/workaround	-

Entering a deployment path without leading '\' resulted in a faulty path display

Design time: Operation	Entering a new path for FTP or CAN deployment into the <i>Project Properties</i> with the leading '\' missing, the default path with an additional '\' was displayed again after the editing procedure.
Remedy/workaround	-

Adjusting object relationships to the respective VT level

Design time: Operation	In ISO-Designer, certain objects could reference further objects, although, according to the standard, this should only be possible as of a higher VT level.
Remedy/workaround	-

Missing events

Design time: Operation	The missing events have been added to the respective VT levels.
Remedy/workaround	-

By mistake the macro commands ChangePolygonPoint and ChangePolygonStyle were already available in VT level 3.

Design time:
Operation The macro commands **ChangePolygonPoint** and **ChangePolygonScale** must not be made available before VT level 4. By mistake, they have already been made available in VT level 3.

Remedy/workaround -

Mouse coordinates in the status line were not rendered correctly after moving an object

Design time:
Presentation error Moving an object on a mask or in the component editor caused the x/y coordinates of the status line not to be rendered correctly. The same applied to the color values of a VG project.

Remedy/workaround -

Missing commands, respectively commands having been assigned to the wrong level

Design time:
Operation In ISO-Designer, missing events have been added, e.g. **ExecuteMacro**. Further, events have been removed, which had not been available in the selected level.

Remedy/workaround -

Showing or hiding object properties as set by standard

Design time:
Operation In the Properties pane, wrong object properties were displayed for various VT versions.

The following corrections have been made:

- Button: Enabled and NoBorder flag not before VT version 4
 - InputString / InputNumber: Vertical alignment not before VT version 4
 - Regarding InputNumber: Truncate not before VT version 4
 - OutString and -Number: Vertical alignment not before VT version 4
-

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