



ISO-Designer

Version Update from V. 5.5.0 to V. 5.5.1

We automate your success

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1 **New features**

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

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 Working directory in Post Build or Deploy

In the post build, the current project directory was not set as working directory for batch files.

2.1.2 Softkey masks could not be moved in the workspace

Softkey masks could not be moved to a folder in the workspace.

2.1.3 ISO-Designer terminates build because of mixed codepages in the case of different default languages

If texts contained characters that are not found in any code page, the compiler aborted the build process issuing an error number and no output was generated.

Now, only a warning is issued and the output can be generated.

In addition, some unsupported characters were replaced by similar valid characters during compilation.

2.1.4 Dot in project name

A dot in the project name results in incomplete and incorrect output. A dot in the project name is not allowed. Likewise, the project must not contain characters that are invalid for file names.

Example: `V:*?<>`

2.2 IOP

2.2.1 Wrong size of rectangle after IOP import

After IOP import, non-referenced rectangles were 0 in size.

2.2.2 Incorrect size of images after IOP import

After IOP import, images had the wrong size.

2.2.3 Proportional attribute

From ISO-VT level 4, the Proportional attribute for fonts was compiled inverted into the IOP file.

2.3 Objects

2.3.1 Positioning of Object Pointers on the softkey mask

It was not possible to insert Object Pointers at any position on a softkey mask.

2.3.2 In platform VT level 3, AUX2 objects lacked properties

The missing flags can now be edited in the Properties.

2.3.3 Not all bits of the FunctionAttributes were set for AUX2 objects

The following errors in the compiler have been fixed:

- Bit7 for SingleAssignment is ignored for the objects AuxInput2 and AuxFunction2.
- Bit5 for CriticalControl is ignored for AuxInput2 object.

Affected all VT levels from VT level 3.

2.3.4 Newly created AuxInput2 objects

For newly created AuxInput2 objects, the FunctionType could not be changed permanently.

2.3.5 Renaming a mask that was not open resulted in errors

A bug was fixed that could occur when renaming a mask. If the mask was not open and only the filename of the mask was changed without changing the object name, an error occurred.

2.3.6 PNG object did not match the standard

The previous implementation was implemented according to an unofficial ISO standard. Now, the implementation complies with the official standard of 16.02.2018.

2.3.7 Text object was drawn too large

A text object was drawn one pixel too large in the STX runtime. The representation at the time of design was correct. On the VG platform, the representation was one pixel too large in both design time and runtime.

2.3.8 FontAttributes for InputBoolean object

InputBoolean object had a font attribute.