



Elektrobit

EB GUIDE release notes

Version 6.2.0.109176



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1. Migration from EB GUIDE Studio 6.1 to EB GUIDE Studio 6.2

After migrating an EB GUIDE project from version 6.1 to version 6.2, the following changes apply.

NOTE

Before you migrate a project, make sure your project is free of errors. To do so, open your project with EB GUIDE Studio 6.1 and click  in the problems area. Start migration only when the number of errors and warnings is reduced to zero.

▶ The following widget features have been renamed:

- ▶ **State enabled** is now called **Enabled**.
- ▶ **State selected** is now called **Selected**.
- ▶ **State focused** is now called **Focused**.
- ▶ **State pressed** is now called **Pressed**.
- ▶ **State touched** is now called **Touched**.
- ▶ **Multi-state** is now called **Child visibility selection**.
- ▶ **Button group** is now called **Selection group**.
- ▶ **Rotary button** is now called **Spinning**.
- ▶ **Line template index** is now called **Template index**.
- ▶ **Multi-line** is now called **Multiple lines**.

After migrating an EB GUIDE project, the above widget features are displayed with the new names.

- ▶ After migration, animation templates that were added to a project in version 6.1 are still displayed, even though animation templates cannot be added with version 6.2.
- ▶ If there is a link from a language-dependent datapool item to another datapool item, the source datapool item is no longer language-dependent after migration.
- ▶ The **Border** widget feature is removed from images and labels.
- ▶ If the `model` property of a 3D graphic contains a file with a different file type than `.dae`, the value of the `model` property is deleted.

2. New or changed in EB GUIDE 6.2

In addition to what is described in user documentation, EB GUIDE offers the following features.

Migration:

For migration issues from previous versions please contact your sales representative.

EB GUIDE Studio:

- ▶ View transition animation

You can define a moving or fading animation for entering or exiting a view. You define view transition animations for view templates.

- ▶ EB GUIDE Script operator precedence

In EB GUIDE Script, handling of operator precedence and associativity has been improved.

- ▶ 3D widgets

The following widgets and their corresponding widget features are no longer available:

- ▶ Light and material effect

- ▶ Cube texture
- ▶ Diffuse texture
- ▶ Normal texture
- ▶ Second light source

- ▶ Light effect

- ▶ Second light source

- ▶ Material effect

- ▶ Cube texture
- ▶ Diffuse texture
- ▶ Normal texture

- ▶ No lighting effect

- ▶ New property type `Function () : bool`

It is possible to add a user-defined widget property of type `Function () : bool`. The new property is a function that has no parameters and returns a boolean value. You call the function in EB GUIDE Script in the way you address widget properties.

Example:



```
v:this."FunctionTestName"()
```

- ▶ It is not possible to add a template of type animation.
- ▶ The **Border** widget feature is no longer available for images and labels.



3. Known issues and limitations

The following list contains issues and limitations known at the time of release.

Summary	Side effects of view transition animations with Coloration widget feature
Description	View transition animations can have unwanted side effects in the following scenario: <ul style="list-style-type: none"> ▶ A view template has a fading view transition animation. ▶ In the view template or in an instance of the view template, a widget uses the Coloration widget feature. The corresponding <code>colorationColor</code> property is turned into a scripted value.
Workaround	Specify the Write script of the <code>colorationColor</code> property.

Summary	Shearing widget feature is deprecated
Description	The Shearing widget feature is deprecated for 3D graphics. In future releases this widget feature will be removed.
Workaround	Not available

Summary	Simulation does not start
Description	In a project the simulation does not start, if the <code>model</code> property of a 3D graphic is empty.
Workaround	Select the 3D graphic. In the Properties panel, select a 3D graphic file from the <code>model</code> drop-down list box.

Summary	Image file is not displayed
Description	An image file with a size bigger than 16 MB is not displayed.
Workaround	Reduce the size of the image file to less than 16 MB.

Summary	Output to <code>stdout</code> on Windows 7 and Windows 8
Description	The operating systems Windows 7 and Windows 8 do not show standard output (<code>stdout</code>). For example the command line parameter <code>GtfStartup.exe --version</code> does not show the version number.
Workaround	To see the output of EB GUIDE GTF and EB GUIDE GTF plugins on Windows 7 and Windows 8, redirect <code>stdout</code> and use additional tools to show the output. For example the following command line shows the version number of EB GUIDE GTF: <code>GtfStartup.exe --version more</code> .



Summary	Double-clicking an entry in the problems area
Description	Double-clicking an entry in the problems area jumps to the element that causes the problem. For some model elements, for example events or datapool items, jumping to them does not work.
Workaround	If the name of a model element is displayed in the Source column of the problems area, navigate to the model element by searching for the name.

Summary	Moving and resizing the green bounding box can lead to unexpected widget position and size
Description	If you apply a widget feature from the category Transformation to a widget or one of its parents, moving and resizing the widget's bounding box can lead to unexpected widget position and size.
Workaround	Not available

Summary	EB GUIDE Monitor: Manual connection necessary
Description	EB GUIDE Monitor does not connect automatically to a running EB GUIDE GTF instance.
Workaround	To establish the connection click Connect in the EB GUIDE Monitor toolbar.

Summary	Event parameters in EB GUIDE Monitor
Description	Event parameters are not displayed in EB GUIDE Monitor.
Workaround	Not available

Summary	Android: EB GUIDE models are not listed in the EB GUIDE Model Chooser
Description	Exported EB GUIDE models are not listed in the EB GUIDE Model Chooser.
Workaround	Rename the <code>gtfStartup_simulation.cfg</code> file to <code>gtfStartup.cfg</code> before copying it to the Android device.

Summary	Scene configuration for a logic state machine
Description	A logic state machine does not have a visual representation. Do not configure a scene for a logic state machine.
Workaround	Not available



4. Open source components in EB GUIDE GTF and EB GUIDE Studio

4.1. ANGLE project

Name	Version	Comments / usage	Target device
ANGLE project	1.0.0.2184	OpenGL ES 2.0 PC emulation for Windows	

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4.2. ANTLR

Name	Version	Comments / usage	Target device
ANTLR	2.7.6	Part of Apache Velocity Engine 1.7	

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The primary ANTLR guy: Terence Parr parrrt@cs.usfca.edu parrrt@antlr.org

4.3. ANTLR C#

Name	Version	Comments / usage	Target device
ANTLR C#	4.3.0	Speech grammer parsing, EB GUIDE Script parsing	

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4.7. Apache log4j

Name	Version	Comments / usage	Target device
Apache log4j	1.2.7	Part of Apache Velocity Engine 1.7	

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4.8. Apache Log4net

Name	Version	Comments / usage	Target device
Apache Log4net	1.2.13	Logging functions in EB GUIDE Studio	

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4.9. Apache Velocity Engine

Name	Version	Comments / usage	Target device
Apache Velocity Engine	1.7	Project migration	

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4.10. Apache XMLBeans

Name	Version	Comments / usage	Target device
Apache XML-Beans	2.4.0	Utilities used in EB GUIDE Studio	

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Name	Version	Comments / usage	Target device
Assimp library	3.2	3D model conversion	

Further information

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4.12. AvalonEdit

Name	Version	Comments / usage	Target device
AvalonEdit	5.0.2	WPF control for EB GUIDE Script editor	

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4.13. Boost Library

Name	Version	Comments / usage	Target device
Boost Library	1.55		

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4.14. dlmalloc

Name	Version	Comments / usage	Target device
dlmalloc	2.8.6	Needed for implementing the Nuance heap, as replacement for the vocon_ext_heap.dll sample library from Nuance	x

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4.15. Extended WPF Toolkit Community Edition

Name	Version	Comments / usage	Target device
Extended WPF Toolkit Community Edition	2.5.0	Used for UI controls in EB GUIDE Studio	



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4.16. FNV Hash

Name	Version	Comments / usage	Target device
FNV Hash	5.5	Hash for LockUp tables	x

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4.17. FreeType

Name	Version	Comments / usage	Target device
FreeType	2.5.3	Text rendering solution	x

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4.18. hsqldb

Name	Version	Comments / usage	Target device
hsqldb	1.8.0.10	Part of Apache Velocity Engine 1.7	

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4.19. ICU4C

Name	Version	Comments / usage	Target device
ICU4C	56.1	Used to process bidirectional text with the algorithm defined in the Unicode Standard Annex #9.	x

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4.20. Java(TM) 2 Runtime Environment

Name	Version	Comments / usage	Target device
Java(TM) 2 Runtime Environ- ment	1.6.0.31	Needed for execution of EB GUIDE Monitor	

Further information

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4.21. jdom

Name	Version	Comments / usage	Target device
jdom	1.1	Part of Apache Velocity Engine 1.7	

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4.22. libjpeg-turbo

Name	Version	Comments / usage	Target device
libjpeg-turbo	1.3.0	Reading of jpg images	x

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4.23. LibPng

Name	Version	Comments / usage	Target device
LibPng	1.5.26	PNG decoding	x

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4.24. Main Mesa code

Name	Version	Comments / usage	Target device
Main Mesa code	8.0.1	Used as OpenVG emulation on Win32 for the OpenVG renderer	

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4.25. Mesa (Ext headers)

Name	Version	Comments / usage	Target device
Mesa (Ext headers)	8.0.1 (1.3)	Used as OpenVG emulation on Win32 for the OpenVG renderer	

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4.26. Mesa (Mesa Device drivers)

Name	Version	Comments / usage	Target device
Mesa (Mesa Device drivers)	8.0.1 (4.0)	Used as OpenVG emulation on Win32 for the OpenVG renderer	

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4.27. Mesa (SGI GLU library)

Name	Version	Comments / usage	Target device
Mesa (SGI GLU library)	8.0.1 (1.3)	Used as OpenVG emulation on Win32 for the OpenVG renderer	

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4.28. Microsoft Blend for Visual Studio SDK for .NET 4.5

Name	Version	Comments / usage	Target device
Microsoft Blend for Visual Studio SDK for .NET 4.5	4.5		

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4.29. Microsoft Prism Library for WPF

Name	Version	Comments / usage	Target device
Microsoft Prism Library for WPF	5.0		

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4.30. msvcp120.dll

Name	Version	Comments / usage	Target device
msvcp120.dll	Microsoft Visual C++ 2013 Redistributable Package (x86)	EB GUIDE GTF execution under Windows	

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4.31. msvcr120.dll

Name	Version	Comments / usage	Target device
msvcr120.dll	Microsoft Visual C++ 2013 Redistributable Package (x86)	EB GUIDE GTF execution under Windows	

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4.32. Poly2Tri

Name	Version	Comments / usage	Target device
Poly2Tri	part of Assimp library 3.2	dependency from Assimp library	x

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4.33. Protocol Buffers

Name	Version	Comments / usage	Target device
Protocol Buffers	2.5.0	Needed for inter-process communication	x

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4.34. servlet-api

Name	Version	Comments / usage	Target device
servlet-api	2.4	Part of Apache Velocity Engine 1.7	

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4.35. SharpVectors

Name	Version	Comments / usage	Target device
SharpVectors	1.0	Used for analysis of SVG images	

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4.36. stlport on Android

Name	Version	Comments / usage	Target device
stlport on Android	5.2.1	Standard lib port on Android	x

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4.37. System.Collections.Immutable

Name	Version	Comments / usage	Target device
System.Collections.Immutable	1.1.37		x



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4.38. The Impossibly Fast C++ Delegates

Name	Version	Comments / usage	Target device
The Impossibly Fast C++ Delegates	17.07.2005	C++ delegates	x

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Name	Version	Comments / usage	Target device
Third Party Components of J2RE		Third party components of Java™ 2 Runtime Environment 6	

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4.40. TrueType font PT Sans Narrow

Name	Version	Comments / usage	Target device
TrueType font PT Sans Narrow	2.003	As example TTF font in the demo projects and as default font for new projects	

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Name	Version	Comments / usage	Target device
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4.42. Windows 7 API Code Pack - Shell

Name	Version	Comments / usage	Target device
Windows 7 API Code Pack - Shell	1.1.0	Used for directory browsing in EB GUIDE Studio	

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4.43. Windows API Code Pack - Core

Name	Version	Comments / usage	Target device
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4.44. XCB

Name	Version	Comments / usage	Target device
XCB		X11 C Bindings, used in X11 SW Renderer	

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4.45. zlib

Name	Version	Comments / usage	Target device
zlib	1.2.8	libpng dependency	x

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Further information

zlib.h -- interface of the 'zlib' general purpose compression library version 1.2.8, April 28th, 2013

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The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <http://tools.ietf.org/html/rfc1950> (zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).