



Elektrobit

EB GUIDE product line

Release notes

Version 6.4.0.0



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1. Migrating from version 6.3 to 6.4

NOTE

Before you migrate a project, make sure your project is free of errors. To do so, open your project with EB GUIDE Studio 6.3 and click  in the problems area. Start migration only when the number of errors and warnings is reduced to zero.

After migrating an EB GUIDE project from version 6.3 to version 6.4, the following changes apply.

Shearing widget feature

The **x** and **y** properties of the **Shearing** widget feature are now applied correctly to the corresponding **x** and **y** values. After the migration, check and change all **x** and **y** values that belong to the **Shearing** widget feature in your EB GUIDE Studio model.

2. New or changed in EB GUIDE 6.4

This chapter lists new or changed features and solved issues of EB GUIDE.

EB GUIDE Studio:

- ▶ 3D widgets

EB GUIDE Studio offers a new 3D widget set that allows importing 3D graphics as a scene graph and editing it. Configurable sub-elements of a scene graph are meshes, cameras, spot lights, point lights, directional lights, scene graph nodes and materials.

3D model widget as well as widget properties and datapool items of type `3D model` are no longer available.

In addition, it is possible to add reflection cube maps using the **Reflection texture** widget feature for materials.

- ▶ Search functionality

The new search box in the command area offers the possibility to search for the following elements:

- ▶ All kinds of model elements such as views, templates, and datapool items
- ▶ Text within EB GUIDE Scripts

Clicking a model element and pressing **F3** starts a reference search: It lists all occurrences of the model element in the EB GUIDE model.

- ▶ EB GUIDE project structure

As of version 6.4, EB GUIDE introduced a new project structure, which provides a better overview about the EB GUIDE model. There are dedicated directories for views, state machines, templates, resources and configuration. Datapool items and events are stored in the files `datapool.gdata` and `events.-gdata` respectively.

EB GUIDE projects that were created with an older version of EB GUIDE are automatically adapted to the new structure during migration.

- ▶ Copy and paste of model elements

It is possible to copy and paste the following model elements via shortcuts and context menu:

- ▶ Widgets
- ▶ States

- ▶ EB GUIDE Script functions

The following EB GUIDE Script functions are removed from the EB GUIDE Script standard library:

- ▶ `formatInteger`

- ▶ `formatFloat`

For details, see the EB GUIDE documentation, section **References**.

- ▶ **Shearing** widget feature

In previous versions, the **Shearing** widget feature applied the value of the `shearingYbyX` property to `shearingXbyY` and the value of the `shearingXbyY` property to `shearingYbyX`. This issue has been fixed.

- ▶ OpenVG renderer

OpenVG renderer is not supported any more.

- ▶ `.svg` file format

EB GUIDE Studio no longer supports images in the `.svg` file format.

- ▶ **Appearance** widget feature category

The following widget features are no longer available:

- ▶ **Rounded**
- ▶ **FillPattern**
- ▶ **LinearFillGradient**
- ▶ **RadialFillGradient**

- ▶ EB GUIDE GTF SDK

EB GUIDE GTF SDK no longer includes `GtfInternalInputEvent.h`.

EB GUIDE GTF SDK now contains `GtfStaticAssert.h`.

3. Known issues and limitations

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

| | |
|----------------|---|
| Summary | Grayscale images being rendered red |
| Description | Grayscale images appear red in edit mode and simulation, not gray, when the <code>Microsoft Direct3D 11</code> renderer is selected in EB GUIDE Studio. |
| Workaround | Use RGBA images instead of grayscale images. |

| | |
|----------------|--|
| Summary | Division of integer value by zero |
| Description | When an integer value is divided by zero, as result the maximum integer value of 2 147 483 647 is shown. When simulating the model EB GUIDE Monitor provides a log informing about the division by zero. |
| Workaround | Not available. |

| | |
|----------------|--|
| Summary | Side effects of view transition animations with Coloration widget feature |
| Description | <p>View transition animations can have unwanted side effects in the following scenario:</p> <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 Col-oration 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 | 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 | 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 | 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 |

| | |
|----------------|---|
| Summary | Message parameters |
| Description | Entering hexadecimal values as message parameters prevents the simulation from working. |
| Workaround | Use decimal values instead. |

| | |
|----------------|---|
| Summary | Output to <code>stdout</code> on Windows 7 and Windows 10 |
| Description | The operating systems Windows 7 and Windows 10 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 10, 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 | 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. |

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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As long as these guidelines are kept, we expect to continue enhancing this
system and expect to

make other tools available as they are completed.
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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| Name | Version | Comments / usage | Target device |
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| Apache Commons Collections | 2.1.1 | Part of Apache Velocity Engine 1.7 | |

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4.5. Apache Commons IO

| Name | Version | Comments / usage | Target device |
|-------------------|---------|-----------------------------------|---------------|
| Apache Commons IO | 2.0.1 | Utilities used in EB GUIDE Studio | |

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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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| 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 |
|-----------------------|----------|--|---------------|
| Autodesk® FBX® SDK | 2017.0.1 | C++ API to transfer existing content into the FBX format | |

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(3) "mental ray Batch Software" means a subset of the Software used: (i) specifically for rendering files created with the Software or (ii) by the Rendering Software specifically for rendering files created with the Software.

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Exhibit A

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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

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|----------|---------|------------------------|---------------|
| FNv Hash | 5.5 | Hash for LockUp tables | x |

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4.17. FreeType

| Name | Version | Comments / usage | Target device |
|----------|---------|-------------------------|---------------|
| FreeType | 2.7 | Text rendering solution | x |

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4.18. HarfBuzz

| Name | Version | Comments / usage | Target device |
|----------|---------|-----------------------------------|---------------|
| HarfBuzz | 1.3.2 | Support for OpenType font layouts | x |

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4.19. hsqldb

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

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4.20. ICU4C

| Name | Version | Comments / usage | Target device |
|-------|---------|---|---------------|
| ICU4C | 58.1 | Used to process bidirectional text with the algorithm defined in the Unicode Standard Annex #9. | x |

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4.21. 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 | |

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4.22. jdom

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

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4.23. libjpeg-turbo

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|---------------|---------|-----------------------|---------------|
| libjpeg-turbo | 1.5.1 | Reading of jpg images | x |

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4.24. LibPng

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|--------|---------|------------------|---------------|
| LibPng | 1.5.27 | PNG decoding | x |

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

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|--|---------|------------------|---------------|
| Microsoft Blend for Visual Studio SDK for .NET 4.5 | 4.5 | | |

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4.26. Microsoft Prism Library for WPF

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

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4.27. msvcp120.dll

| Name | Version | Comments / usage | Target device |
|--------------|---|--------------------------------------|---------------|
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4.28. msvcr120.dll

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4.29. Protocol Buffers

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

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4.30. servlet-api

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

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4.31. 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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4.32. System.Collections.Immutable

| Name | Version | Comments / usage | Target device |
|-----------------------------------|---------|------------------|---------------|
| System.Colle- ctions.Immutable | 1.1.37 | | x |

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4.33. 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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4.34. Third Party Components of J2RE

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

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4.35. 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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4.36. 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 | x |

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4.37. 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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4.38. Windows API Code Pack - Core

| Name | Version | Comments / usage | Target device |
|------------------------------|---------|--|---------------|
| Windows API Code Pack - Core | 1.1.1 | Used for directory browsing in EB GUIDE Studio | |

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4.39. XCB

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

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4.40. 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).