



Elektrobit

EB GUIDE product line

Release notes

Version 6.4.1.0



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1. Migration

NOTE

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

1.1. Migrating from version 6.4 to 6.4.1

Migration is performed automatically, when opening a project that was saved with a previous version.

1.2. Migrating from version 6.3 to 6.4

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

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

2.1. New or changed in EB GUIDE 6.4.1

EB GUIDE Studio:

- ▶ Wrong calculation of `getTextHeight` solved

Negative font size values in some cases have led to a wrong calculation of the text height. If the font size is set to a negative value, it is now always treated as 0.

- ▶ Animated view transitions fixed

If an EB GUIDE Studio model contains a dynamic state machine and two or more views with an animated view transition, but with no corresponding entry and/or exit animation, memory layout problems do not occur anymore.

- ▶ EB GUIDE GTF problems with animations solved

When an animation was played and reversed and this animation was then disabled in the project, EB GUIDE GTF does not crash anymore when the simulation is started anew.

- ▶ Behavior of object lists in templates fixed

When a template containing an object list is used in an instantiated template and EB GUIDE Studio is restarted, the list in the template instance now contains the correct number of objects.

- ▶ Coloration effect for animations fixed

The **linear interpolation curve** now works correctly when changing the color.

2.2. New or changed in EB GUIDE 6.4

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	Unexpected behavior while using Moveable widget feature
Description	If the Moveable widget feature is added to a widget and <code>touchMoved</code> EB GUIDE Script is set to <code>true</code> , during the simulation the widget will not change its position as expected and may disappear from the visible area.
Workaround	Not available

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	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 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.

Summary	Double-clicking an entry in the problems area
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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mention that you

developed it using ANTLR. In addition, we ask that the headers remain
intact in our source code.

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
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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4.11. Autodesk® FBX® SDK

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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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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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	2.7	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

Name	Version	Comments / usage	Target device
libjpeg-turbo	1.5.1	Reading of jpg images	x

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4.24. LibPng

Name	Version	Comments / usage	Target device
LibPng	1.5.27	PNG decoding	x

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4.25. 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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4.26. Microsoft Prism Library for WPF

Name	Version	Comments / usage	Target device
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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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).