



Elektrobit

EB GUIDE product line

Release notes

Version 6.5.1.137731



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1. Migration

NOTE

Before you migrate a project, make sure your project is free of errors. To do so, open your project with your current EB GUIDE Studio version and click  in the problems area. Start migration only when no errors and warnings occur anymore.

1.1. Migrating from version 6.5 to 6.5.1

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

1.2. Migrating from version 6.4 to 6.5

After migrating an EB GUIDE project from version 6.4 to version 6.5, the following changes apply.

Migration of EB GUIDE projects with added custom widgets

It is not possible to migrate an EB GUIDE project with added custom widgets from one EB GUIDE version to another. If your project contains custom widgets, update them with the correct version and then migrate your project.

2. New or changed

2.1. New or changed in 6.5

This chapter lists new or changed features of EB GUIDE.

EB GUIDE Studio:

- ▶ New EB GUIDE Monitor

With EB GUIDE Monitor you can observe and control an EB GUIDE model during the simulation. EB GUIDE Monitor includes mechanisms for the communication with datapool, the event system, and the state machines of the EB GUIDE model. The monitor is started automatically in EB GUIDE Studio during the EB GUIDE model simulation but can also be used as stand-alone application.

- ▶ Update of open source components:

- ▶ Prism 6.2
- ▶ RapidJSON 1.1.0
- ▶ PowerVR SDK 2017 R1
- ▶ Json.Net 9.0.0.0
- ▶ Command Line Parser Library 1.9.1971
- ▶ PSD FileType Plugin for Paint.NET
- ▶ Extended WPF Toolkit 3.0.0
- ▶ zlib 1.2.11
- ▶ FreeType 2.8
- ▶ LibJPEG Turbo 1.5.2
- ▶ HarfBuzz 1.4.8
- ▶ LibPng 1.6.32

- ▶ .ppm file format

EB GUIDE Studio no longer supports the image format `.ppm`.

- ▶ New basic widget ellipse

EB GUIDE Studio offers a new basic widget that allows drawing a colored ellipse with the dimensions and coordinates of the widget into a view. In addition, the widget can also be used to draw a sector or an arc.

- ▶ Global renaming of datapool items and events

The new functionality **Rename global** offers the possibility to rename the selected datapool item or event and also its occurrences in the EB GUIDE model.

► Dockable components

Now it is possible to dock all components of the project editor and in EB GUIDE Monitor as tabs or undock them as floating components. The default layout can be restored in the command area using **Layout > Reset to default layout**.

► Support for OpenGL ES version 3.1

To display 3D graphics, EB GUIDE Studio now supports the OpenGL ES version 3.1 renderer.

► Command line

The following improvements were realized:

► Command line validation

It is now possible to validate an EB GUIDE model using the command line. The result is saved to a logfile.

► Language import

It is now possible to import language-dependent texts using the command line.

► Skin support

It is now possible to define values in datapool items for the EB GUIDE model using skin support functionality. When skin support is added to a datapool item, all available skins in the EB GUIDE model are displayed in the **Properties** component in a table. Skins can be added and removed.

Language and skin support for datapool items are mutually exclusive.

► Events and event system

The following improvements were realized for events:

► Events are now displayed in the new **Event** component. Here you can also add new events, edit and search for events and jump directly to them.

► The event system has a new API based on `UUIDs`.

► Datapool

► The event system has a new API based on `UUIDs`.

► New **Datapool** component is added to the project editor. The **Datapool** component allows adding **Datapool** items and editing **Name** and **Value** properties. The following properties are removed from the datapool:

► `Reader ID`

► `Reader context`

- ▶ Writer ID
- ▶ Writer context
- ▶ Windowed

▶ **Assets** component

New **Assets** component is added to the project editor. The **Assets** component allows adding resources such as images, fonts, and `.ebmesh` files using drag-and-drop. All resources from the `$GUIDE_PROJECT_PATH\resources` directory and its subdirectories are displayed in the preview area of the component.

▶ Import of `.psd` images

The **Assets** component allows adding `.psd` images. An image with multiple layers is displayed in the view state with multiple widgets, whereas each layer is represented by a widget.

▶ EB GUIDE script function for shutdown changed:

The script function `f:request_runlevel(...)` was removed. The new script function `f:shutdown()` shuts down the system and, depending on the system integration, also the display.

EB GUIDE TF:

▶ New life cycle concept

EB GUIDE TF offers two different life cycle concepts:

- ▶ The core life cycle drives the start-up of the framework.
- ▶ The EB GUIDE model life cycle drives the start-up of an HMI model.

The EB GUIDE model life cycle offers the functionality to add a custom stage at any point during the EB GUIDE model life cycle.

▶ Android APK system requirements

The minimal system requirements for the Android APK are updated to Android 5.0 (API Level 21).

▶ Datapool

Implemented new concept for datapool.

EB GUIDE Monitor:

▶ Scripting in EB GUIDE Monitor

EB GUIDE Monitor offers the **Scripting** component to start scripts. The **Scripting** component is not in the default layout. The component is added by clicking **Layout > Scripting**.

3. Fixed issues

The following list contains fixed issues known at the time of release:

- ▶ Key navigation in the **Assets** component fixed

In EB GUIDE Studio, if the **Assets** component is not completely visible, the navigation inside the component using arrow keys does not lead EB GUIDE Studio to freeze.

- ▶ Fixed linear color animation behavior on ARM SoCs operating systems

On ARM SoCs target operating systems the linear animation of color values generate correct results.

- ▶ Connection issue of EB GUIDE Monitor solved

Disconnecting and reconnecting EB GUIDE Monitor during the simulation is now possible.

- ▶ Fixed background display color on Android systems

The background of a display on Android system has now black color.

- ▶ Unexpected reset of datapool values during start-up fixed

During start-up, applications do not overwrite values of datapool items that already exist.

- ▶ Datapool and event system integration problem fixed

In EB GUIDE models with multiple state machines and different communication contexts, datapool and event systems are connected now.

- ▶ Issue on language settings during start-up solved

If an EB GUIDE model has a conditional script in a datapool item and this script changes the language, on start-up the language changes as expected.

- ▶ Missing symbols are included in the EB GUIDE GTF SDK files

Code in EB GUIDE GTF SDK files is corrected for required export symbols.

- ▶ Issue with a parameter in the configuration file fixed

The parameter `gtf.model.scenes.<scenename>.hwLayerId` is now evaluated correctly.

- ▶ Event duplication fixed

When multiple state machines with different communication contexts and threads are used, the unexpected behavior of events does not occur any more.

- ▶ EB GUIDE Studio layout issue solved

When on Windows operating systems a double-sized task bar is used, EB GUIDE Studio layout is depicted correctly.

► Issue with `ExternalInput.h` in the EB GUIDE GTF SDK fixed

`ExternalInput.h` in the EB GUIDE GTF SDK is adapted and can now be used with the new event system implementation.

► Concurrent datapool access fixed

During the simulation of an EB GUIDE model when the datapool must be updated very often, the datapool access works as expected without errors.

► Evaluation of command line parameters for EB GUIDE Studio fixed

The command line parameter `-n` now works as expected.

► Custom stage provider issue solved

In the EB GUIDE model scope, the custom stage provider can be used as expected.

► Performance issue in EB GUIDE Studio fixed

When opening an EB GUIDE model that has many images in the resource directory, EB GUIDE Studio reacts as expected.

4. Known issues and limitations

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

Summary	Functors and FunctorTasks are deprecated
Description	The <code>Functors</code> and <code>FunctorTasks</code> are deprecated. In future releases these features will be removed.
Workaround	Use <code>gtf::osal::DelegateTask</code> and <code>gtf::utils::Delegate</code> instead.

Summary	Views in focusable dynamic state machines must have the Focused widget feature
Description	If a view in a dynamic state machine must be focused when it is visible, or if a view contains focusable widgets, the view must have the Focused widget feature.
Workaround	Add the Focused widget feature to the view.

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	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 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	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	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: <code>.dll</code> file locked by the Scripting component
Description	<code>.dll</code> files that are used in the EB GUIDE Monitor Scripting component are locked by EB GUIDE Monitor.
Workaround	To unlock, close EB GUIDE Monitor.

Summary	Reverse widget animations
Description	At the end of the execution of reverse widget animations, the animation jumps to the start position.
Workaround	Not available.



Summary	EB GUIDE Monitor must be connected for script execution
Description	To execute scripts, EB GUIDE Monitor must be connected to EB GUIDE TF. Otherwise unexpected behaviour in EB GUIDE Monitor may occur.
Workaround	Not available.

Summary	Using double forward slash (//) as comment in JSON is not allowed
Description	If you use double forward slash (//) as a comment in <code>platform.json</code> and <code>model.json</code> , during validation no issues are reported but the simulation will not start.
Workaround	Not available.

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

5.1. ANTLR C#

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

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5.2. Apache Log4net

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

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5.3. 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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10.1.5 Definitions.

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(2) "Rendering Software" means a subset of the Software used specifically for rendering files created with the Software.

(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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5.4. AvalonEdit

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

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5.5. Boost Library

Name	Version	Comments / usage	Target device
Boost Library	1.55	Utilities in EB GUIDE GTF	x

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5.6. Command Line Parser Library

Name	Version	Comments / usage	Target device
Command Line Parser Library	1.9.1971	unified handling between Studio and Monitor	

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5.7. 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	3.0.0	Used for UI controls in EB GUIDE Studio	

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FNV Hash	5.5	Hash for LookUp tables	x

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5.11. HarfBuzz

Name	Version	Comments / usage	Target device
HarfBuzz	1.4.8	support for OpenType font layouts	x

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5.12. 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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5.13. Json.NET

Name	Version	Comments / usage	Target device
Json.NET	9.0.0.0	Serializing and deserializing of Json data structures / files	

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5.14. libjpeg-turbo

Name	Version	Comments / usage	Target device
libjpeg-turbo	1.5.2	Reading of jpg images	x

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5.15. LibPng

Name	Version	Comments / usage	Target device
LibPng	1.6.32	PNG decoding	x

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5.16. 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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5.17. Photoshop PSD FileType Plugin for Paint.NET

Name	Version	Comments / usage	Target device
Photoshop PSD FileType Plugin for Paint.NET	2.5.0	Photoshop PSD file handling	

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5.18. Prism

Name	Version	Comments / usage	Target device
Prism	6.2	WPF programming	

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5.19. 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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5.20. msvcr120.dll

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5.21. PowerVR SDK

Name	Version	Comments / usage	Target device
PowerVR SDK	2017 R1	Open GL ES 2.0 PC emulation for Windows®	

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5.22. RapidJSON

Name	Version	Comments / usage	Target device
RapidJSON	1.1.0	fast JSON parser for C++	x

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5.23. 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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5.24. System.Collections.Immutable

Name	Version	Comments / usage	Target device
System.Collections.Immutable	1.1.37	Utility functions in EB GUIDE Studio	

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5.25. 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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5.26. 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
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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5.28. 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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5.29. 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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5.30. XCB

Name	Version	Comments / usage	Target device
XCB		X11 C Bindings. Only for Linux with X-windows platform.	x

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5.31. zlib

Name	Version	Comments / usage	Target device
zlib	1.2.11	libpng dependency	x

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