



Elektrobit

# EB GUIDE product line

Release notes

Version 6.6.0.142803



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# 1. Migrating from version 6.5.1 to 6.6

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**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.

---

After migrating an EB GUIDE project from version 6.5.1 to version 6.6, the following changes apply.

## Microsoft Visual Studio 2017

To build EB GUIDE GTF plugins, use Microsoft Visual Studio 2017.

## Structure of datapool and event system header files

Due to the changes in the structure of datapool and event system header files that are generated during the export of an EB GUIDE model, note the following:

- ▶ Adapt all `#include` directives to the new file paths.
- ▶ Update all usages of event and datapool IDs in the `#define` directives to the changed names. For more details, see the exported header files and [chapter 2, “New or changed”](#).

## 2. New or changed

This chapter lists new or changed features of EB GUIDE.

EB GUIDE Studio:

- ▶ Update of open source components:
  - ▶ LibJPEG Turbo 1.5.3
  - ▶ PowerVR SDK 2017 R2
  - ▶ ICU4C 60.2
  - ▶ FluentCommandLineParser 1.5.0.20
  - ▶ FreeType 2.9
  - ▶ ANTLR C# 4.7

- ▶ New basic widget alpha mask

EB GUIDE Studio offers a new basic widget that allows to modify the alpha value of child widgets using an image.

- ▶ Global renaming of states, state machines, views, widgets and event parameters is now possible.
- ▶ Template interface

It is now possible to rename properties that are added to a template interface.

- ▶ Zoom in/out feature

It is now possible to magnify or reduce the content of a view.

- ▶ New animation editor

Animations and curves are no longer available in the **Toolbox** and are not displayed in the **Navigation** area. EB GUIDE Studio now offers the new animation editor in the content area. The following features are added:

- ▶ Preview of curves is available in the content area.
- ▶ You can change the duration of curves using preview handles.
- ▶ You can animate properties and add curves in one dialog.
- ▶ A widget can contain multiple animations of the same property.

EB GUIDE GTF:

- ▶ Support of sRGB color space added

You can select the sRGB color space in the Project center. The sRGB color space can be applied to 2D and 3D content and it works with multisampling.

- ▶ Support of bitmap fonts is added.
- ▶ New **Stroke** widget feature

EB GUIDE Studio offers the new **Stroke** widget feature. You can apply this widget feature to labels with TrueType fonts.

- ▶ Cook-Torrance lighting model added

To achieve more realistic rendering results, in EB GUIDE GTF the Cook-Torrance lighting model is implemented. New 3D widgets are added:

- ▶ PBR GGX material
- ▶ PBR Phong material
- ▶ Ambient light
- ▶ If remote framebuffer for a scene is activated, EB GUIDE GTF memory consumption increases due to caching the active scene. This behavior is used for taking screenshots with EB GUIDE Monitor scripts.
- ▶ Changes in the header files of the exported EB GUIDE model

The following changes apply to datapool and event system header files:

- ▶ The structure of the export directory now looks as follows:

```
/export/include/global|local/datapool/
```

```
/export/include/global|local/events/
```

- ▶ The file names now include the names of the event groups and not the event group IDs.
- ▶ A unique `#define` directive is added for the exported event groups.
- ▶ All `#define` directives are in upper case letters.
- ▶ Comments with names of the elements and type information are added.

For migration instructions, see [chapter 1, "Migrating from version 6.5.1 to 6.6"](#).

#### EB GUIDE Monitor:

- ▶ EB GUIDE Monitor shows the currently selected language and skin.
- ▶ Interaction with state machines is improved.
- ▶ It is now possible to run script for EB GUIDE Monitor from the command line.
- ▶ The new **State machine** component is available.

The **State machine** component shows the active state and state machine.

- ▶ EB GUIDE Monitor plugin interface

EB GUIDE Monitor now has a plugin interface. The EB GUIDE Monitor API is available.

## 3. Known issues and limitations

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

<b>Summary</b>	<b>Unexpected behavior while moving a transformed child widget</b>
Description	If a transformed child widget is moved independently from its parent widget, the movement of the child widget lags behind the desired position.
Workaround	Not available
<b>Summary</b>	<b>Cursor in the Trigger combo box jumps to the left side and displays a filtered trigger name in reverse order</b>
Description	If a trigger name is selected at least twice, the cursor jumps to the left side of the <b>Trigger</b> combo box and displays the filtered trigger name in reverse order.
Workaround	Do not select the same filtered trigger name successively.
<b>Summary</b>	<b>Unexpected behavior when using comments in the <code>.json</code> configuration files</b>
Description	When using comments in the <code>.json</code> configuration files, EB GUIDE Studio behaves unexpectedly.
Workaround	Not available
<b>Summary</b>	<b>Unexpected behavior when using stroke widget feature with an outline thickness larger than 32 pixels</b>
Description	When using <b>stroke</b> widget feature with an <code>strokeThickness</code> larger than 32 pixels, EB GUIDE Studio behaves unexpectedly.
Workaround	Not available
<b>Summary</b>	<b>Non-native datapool items can have different values when they are used in multiple scenes which are configured with different communication contexts</b>
Description	The following occurs with different communication contexts: <ul style="list-style-type: none"><li>▶ Non-native datapool items are resolved for each datapool instance.</li><li>▶ Each communication context has its own datapool instance.</li></ul>
Workaround	Not available
<b>Summary</b>	<b>Unexpected behavior when assigning the same <code>sceneID</code> to multiple displays</b>
Description	If the same ID is assigned to multiple displays in EB GUIDE Script and screenshots are captured in EB GUIDE Monitor with <code>sceneID</code> , EB GUIDE Studio behaves unexpectedly.
Workaround	If you use multiple displays in EB GUIDE GTF, assign a different ID to each display in EB GUIDE Script.

<b>Summary</b>	<b>9-patch images are not scaled correctly</b>
Description	If 9-patch images are used with alpha mask, the 9-patch image is not scaled correctly.
Workaround	Do not use alpha mask with 9-patch images.

<b>Summary</b>	<b>Functors and FunctorTasks are deprecated</b>
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.

<b>Summary</b>	<b>Views in focusable dynamic state machines must have the Focused widget feature</b>
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 <b>Focused</b> widget feature.
Workaround	Add the <b>Focused</b> widget feature to the view.

<b>Summary</b>	<b>Unexpected behavior while using Moveable widget feature</b>
Description	If the <b>Moveable</b> 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

<b>Summary</b>	<b>Division of integer value by zero</b>
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

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

<b>Summary</b>	<b>Image file is not displayed</b>
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.





<b>Summary</b>	<b>Double-clicking an entry in the problems area</b>
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 <b>Source</b> column of the problems area, navigate to the model element by searching for the name.

<b>Summary</b>	<b>Moving and resizing the green bounding box can lead to unexpected widget position and size</b>
Description	If you apply a widget feature from the category <b>Transformation</b> 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

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

<b>Summary</b>	<b>Output to <code>stdout</code> on Windows 7 and Windows 10</b>
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> .

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

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



<b>Summary</b>	<b>EB GUIDE Monitor must be connected for script execution</b>
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

<b>Summary</b>	<b>Using double forward slash (//) as comment in JSON is not allowed</b>
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

<b>Summary</b>	<b>Incorrect rendering of 3D models</b>
Description	<p>In EB GUIDE Studio, 3D models are not rendered correctly when all of the following conditions are met:</p> <ul style="list-style-type: none"> <li>▶ The renderer is set to OpenGL ES 2.0.</li> <li>▶ The scene graph was created with EB GUIDE Studio version 6.5.1 or older.</li> <li>▶ The graphics hardware does not support the OpenGL extensions <code>GL_OES_vertex_half_float</code> and <code>GL_OES_vertex_type_10_10_10_2</code>.</li> <li>▶ The scene graph stores binormals in its data.</li> </ul>
Workaround	<p>Do either of the following:</p> <ul style="list-style-type: none"> <li>▶ Remove the scene graph that was created with the old EB GUIDE Studio version from your EB GUIDE model. Create the new scene graph with the latest version of EB GUIDE Studio and reimport the 3D graphic file.</li> <li>▶ To preserve all linking information of your old EB GUIDE model, create a new scene graph in an empty project with the latest version of EB GUIDE Studio. Reimport the 3D graphics file. Replace all <code>.ebmesh</code> files of your old EB GUIDE model with the <code>.ebmesh</code> files that were created in an empty project.</li> </ul>

<b>Summary</b>	<b>Crepuscular effect custom widget on Nexus 7 target device with Android operating system</b>
Description	The linker for the OpenGL ES 3 shaders on the Nexus 7 target device cannot link the alpha mask's shader of the <b>Crepuscular effect</b> custom widget. The linker call does not return. The target device is frozen in an endless loop. Therefore, on a Nexus 7 target device, EB GUIDE models with the <b>Crepuscular effect</b> custom widget are not rendered correctly.
Workaround	Not available



Summary	Unexpected behavior in Animation editor
Description	In <b>Animation</b> editor, when you have several curves added and you edit the name of one of these curves, an asynchronous scrolling behavior may occur. This means that, when you use the wheel button of the mouse or the scroll bar in the <b>Animation</b> editor, the list of the curves' names and the list of animation previews are not moving simultaneously.
Workaround	Not available

## 4. Fixed issues

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

- ▶ Fixed problem with the synchronize button

The ⇌ synchronize button in the **Navigation** component stays active after the state is updated due to the selection changes in the content area.

- ▶ Solved datapool issues in EB GUIDE GTF plugins

The fault tolerance of the initialization of the datapool items is improved. Datapool items can now be initialized even if the `datapool.gtf` file contains resources and the EB GUIDE GTF resource management is not running.

- ▶ Fixed the touch behavior of invisible widgets

If a widget has any touch widget feature added and is set to invisible with the **Viewport** widget feature, the widget does not react to touch input.

- ▶ Fixed the `types.bin` file issue

If the `types.bin` file is missing, the exported EB GUIDE model starts as expected.

- ▶ Fixed issue in the **Logger** component of EB GUIDE Monitor

In EB GUIDE Monitor, in the **Logger** component events are not listed multiple times any more.

- ▶ Added information to logfile

If an EB GUIDE GTF plugin fails to load, the corresponding information is added to the EB GUIDE Studio logfile.

- ▶ Solved issue with TortoiseSVN client

If the TortoiseSVN client in version 1.6 is used to create the project directory, the simulation of an EB GUIDE model starts as expected.

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

### 5.1. ANTLR C#

Name	Version	Comments / usage	Target device
ANTLR C#	4.7	Speech grammer parsing, EB GUIDE Script parsing	

#### Further information

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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	

### Further information

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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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## 5.4. AvalonEdit

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

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

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## 5.6. 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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## 5.7. Extended WPF Toolkit Community Edition

Name	Version	Comments / usage	Target device
Extended WPF Toolkit Commu- nity Edition	3.0.0	Used for UI controls in EB GUIDE Studio	

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```

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Name	Version	Comments / usage	Target device
FluentCommand- dLineParser	1.5.0.20	.NET C# command line parser	

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FNv Hash	5.5	Hash for LookUp tables	x

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## 5.10. FreeType

Name	Version	Comments / usage	Target device
FreeType	2.9	Text rendering solution	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	60.2	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	1.5.3	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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Name	Version	Comments / usage	Target device
PowerVR SDK	2017 R2	Open GL ES 2.0 PC emulation for Windows®	

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## 5.20. RapidJSON

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

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## 5.21. 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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## 5.22. 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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## 5.23. 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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## 5.24. 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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## 5.26. 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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## 5.27. 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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## 5.28. zlib

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

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