



Elektrobit

EB GUIDE product line

Release notes

Version 6.7.0.148913



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1. Migrating from version 6.6 to 6.7

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 6.6 to version 6.7, 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.

Accessing scene graph nodes in EB GUIDE Script

The structure of the imported scene graph nodes has changed. If in an EB GUIDE Script function you access a property of a scene graph node, you have to manually update the path to the corresponding scene graph node.

New concept of VTAs (view transition animations)

The 6.7 EB GUIDE version introduces the VTA expert mode. Due to incompatibility issues, the VTA types that were available in the EB GUIDE 6.6 version cannot be migrated and therefore are removed during migration. If you have VTAs in your EB GUIDE project, note that during the migration all VTAs, which were included in your EB GUIDE project, are removed. Make sure to recreate the removed VTAs.

New life cycle concept of EB GUIDE GTF

If you have custom applications, consider the following:

- ▶ If you used the `Runnable` concept, you must switch to the current core stages concept.
- ▶ For more information on the stage concept, see the EB GUIDE TF user's guide, section "5.1.2 Life cycle".
- ▶ For an example, see the EB GUIDE SDK example `CoreStageExample`.

New `Scenes` module

If you have custom applications, consider the following:

- ▶ The EB GUIDE SDK interfaces for working with scenes changed.
- ▶ For more information on the `Scenes` module, see the EB GUIDE TF user's guide, section "5.4.1 Scenes and Properties".
- ▶ For an example, see the EB GUIDE SDK examples.

New `Properties` module

If you have custom applications, consider the following:

- ▶ The EB GUIDE SDK interfaces for working with widget properties changed.



- ▶ For more information on the `Properties` module, see the EB GUIDE TF user's guide, section "5.-4.1 Scenes and Properties".
- ▶ For an example on how you can access widget properties within new interfaces, see the EB GUIDE SDK examples `ExtendedContainerWidget` or `FocusedWidgetFeature`.

2. New or changed

This chapter lists new or changed features of EB GUIDE.

EB GUIDE Studio:

- ▶ New **VTA** component

In the **VTA** (view transition animations) component, it is possible to define view transition animations for views and view templates.

- ▶ Separate directory for view transition animations

All VTAs are stored in the `vtas` directory. Each VTA and each VTA configuration has its own file in the `vtas` directory.

- ▶ By means of a master image, it is possible to align elements

The master image itself is a presentation template which can be displayed (on / off). When it is displayed, you can:

- ▶ Model the view according to the template (master image)
- ▶ Set the position of the widgets according to the template (master image)

- ▶ It is possible to define background colors of states

That means, you have the possibility to set the background color of a state in the state diagram to group states logically.

- ▶ It is possible to comment in `.json` files

Now it is possible to add comments with `//` to `.json` files.

- ▶ New image-based light 3D widget

Now it is possible to illuminate virtual 3D objects with image-based lighting.

EB GUIDE Monitor:

- ▶ Startup messages and error messages are now transferred and cached

On EB GUIDE GTF startup, trace messages are cached until the EB GUIDE Monitor is connected.

- ▶ It is possible to export and import watch lists of datapool items and events

You can export watch lists to files that can be shared with somebody else. Or you can import watch list files that are shared by someone else.

- ▶ It is possible to load model configuration in EB GUIDE Monitor UI in stand-alone use case

In stand-alone use case, EB GUIDE Monitor offers you now a menu option to load the model configuration.

EB GUIDE GTF:

- ▶ It is possible to load precompiled shaders

To reduce EB GUIDE model startup times, it is now possible to load precompiled shaders in EB GUIDE GTF.

- ▶ New EB GUIDE GTF EB GUIDE Script functions:

- ▶ `lerp` (linear interpolation)
- ▶ `smoothstep`
- ▶ `frac`
- ▶ `fmod`
- ▶ `min`
- ▶ `max`
- ▶ `clamp`
- ▶ `saturate`
- ▶ `bool2String`
- ▶ `getConfigItem`
- ▶ `getLineHeight`
- ▶ `getFontAscender`
- ▶ `getFontDescender`
- ▶ `getFontLineGap`
- ▶ `getLabelTextWidth`
- ▶ `getLabelTextHeight`
- ▶ `getImageWidth`
- ▶ `getImageHeight`
- ▶ `getProductString`
- ▶ `getVersionString`
- ▶ `focusMoveTo`
- ▶ `isWidgetOnActiveStatemachine`

- ▶ Command line tool IBLGenerator for image-based lighting

It is now possible to use the command line tool IBLGenerator to create image-based lighting.

- ▶ It is possible to create screenshots from the currently active runtime EB GUIDE model

EB GUIDE SDK provides the possibility to create screenshots from an active EB GUIDE model.



- ▶ **New Scenes module that replaces** `GtfViewFactory`
- ▶ **New Properties module that replaces** `GtfPropertyContainer`, `GtfWidgetModel` **and** `GtfWidgetFeatureModel` **classes**

3. Known issues and limitations

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

Summary	Unexpected behavior while moving a transformed child widget
Description	If a transformed child widget is moved independently from the transformed parent widget, the movement of the child widget lags behind the desired position.
Workaround	Not available

Summary	Cursor in Trigger combo box jumps to the left side and displays a filtered trigger name in reverse order
Description	If a trigger name is selected at least twice, the cursor jumps to the left side of the Trigger combo box and displays the filtered trigger name in reverse order.
Workaround	Do not select the same filtered trigger name successively.

Summary	Unexpected behavior of EB GUIDE GTF runtime in a multi-core environment
Description	The EB GUIDE GTF runtime behaves as follows in a multi-core environment: <ul style="list-style-type: none">▶ In the Datapool component, datapool items can have different values in different cores. Scalar datapool values are synchronized between the different cores.▶ In the Events component, events from user-defined contexts are routed to all cores, for example from EB GUIDE Monitor. System events such as a default event group are sent to the connected core, for example from EB GUIDE Monitor.
Workaround	Not available.

Summary	Unexpected behavior when assigning the same ID to multiple displays in <code>sceneID</code> for screenshots
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 using multiple displays in EB GUIDE GTF, assign a different ID to each display in EB GUIDE Script.

Summary	9-patch images are not scaled correctly
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.

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.

Summary	Functors and FunctorTasks are deprecated
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	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 that informs about the division by zero.
Workaround	Not available.

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 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	EB GUIDE Monitor shows only one instance of a dynamic state machine
Description	EB GUIDE Monitor only shows one dynamic state machine in the state machine component and it shows only the last state whenever one of the dynamic state machine instance's states was changed.
Workaround	Not available



Summary	State machine changes in GTF are not updated
Description	EB GUIDE Monitor registers for state machine changes in EB GUIDE GTF only for the first communication context (core-runtime), so state machine changes in other contexts are not updated to EB GUIDE Monitor.
Workaround	Not available

Summary	No rendering in edit mode
Description	No rendering in edit mode, when GPU memory is smaller than the size of used IBL file.
Workaround	Make sure your GPU memory is big enough

Summary	EB GUIDE Monitor disconnects or crashes
Description	EB GUIDE Monitor disconnects or crashes when EB GUIDE Monitor memory usage is \geq 1 GB due to too many log entries.
Workaround	Clear logger regularly.

Summary	Error messages are not showing in logger
Description	If a project is simulated with a newer version for the first time, error messages are not shown in logger of EB GUIDE Monitor.
Workaround	Normal function when simulation started a second time.

4. Fixed issues

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

- ▶ Widgets within templates can now be globally renamed again

The global rename of widgets within a template seemed to work, but were actually only shown in the UI and were not renamed. This is now working again.

- ▶ The issue with `GtfIpc` connection solved

Now the `GtfIpc` reconnects successfully if the connection gets lost.

- ▶ The issue with `strokeThickness` larger than 720 pixels solved

Now EB GUIDE supports `strokeThickness` up to a value of 786 pixels.

- ▶ The issue with `getTextWidth` EB GUIDE Script functions solved

Now it is possible to use `getTextWidth` EB GUIDE Script functions with multiple threads.

- ▶ Unexpected behavior of color animations solved

Color animations in curves such as sinus, linear or quadratic are now shown as expected.

- ▶ The issue with with event triggers in datapool description file solved

Now events are only executed as trigger for a scripted value if these are configured in a trigger list.

- ▶ Comments possible in JSON files

Now it is possible to add comments with `//` to JSON files such as `model.json` and `platform.json`.

- ▶ The issue with reverse animations solved

Reverse animations now remain at the end when the animation is finished as expected.

- ▶ Widget with **Moveable** and **Touch move** widget features behaves as expected

If a widget has the **Moveable** and the **Touch move** widget features with its `touchMoved` property set to `true`, it now remains stationary when you click it.

- ▶ The issue with configurable scenes for logic state machines solved

It is not possible any longer to configure scenes for logic state machines.

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	

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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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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. 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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```

5.8. FluentCommandLineParser

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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5.11. 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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5.19. PowerVR SDK

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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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
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5.28. zlib

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

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