



Elektrobit

# EB GUIDE product line

Release notes

Version 6.7.3.150087



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# 1. Migrating

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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.

---

## 1.1. Migrating from version 6.7.2 to 6.7.3

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

## 1.2. Migrating from version 6.7.1 to 6.7.2

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

## 1.3. Migrating from version 6.7 to 6.7.1

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

## 1.4. Migrating from version 6.6 to 6.7

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.

### 2.1. New or changed in 6.7.3

EB GUIDE Studio:

- ▶ Search box shortcuts

You could already find every reference of an element, when you select an element and press **F3**. Now, when you already closed the search box with the result, you can bring it back with shortcut **Ctrl+F**.

- ▶ Improved model export

The performance is improved when you export an EB GUIDE model or start a simulation.

- ▶ libpng

Updated libpng from 1.6.32 to 1.6.35.

- ▶ Font caching

You can configure the size of the font cache. The font cache improves the performance of label rendering when the font is changed. The font cache is configured in the `model.json` configuration file. For more information, see section "model.json configuration file" in the EB GUIDE Studio user manual, table "TextEngine configuration items", item `gtf.model.textengine.fontCacheThreshold`.

EB GUIDE GTF

- ▶ Framebuffer attachment

It is now possible to get a color attachment from framebuffer. This feature, for example, could be used to generate a dynamic alpha mask at runtime. For more information on `gtf::scdr::Framebuffer::getColorAttachment()`, see API.

### 2.2. New or changed in 6.7.2

EB GUIDE Studio:

- ▶ Out of memory issue

Fixed an out of memory issue by enabling the large memory usage flag.

- ▶ No duplication of binary scripts

Scripts with the same binary representation but different context widgets used to be duplicated. Now such scripts are written only once.

- ▶ No creation of exporter binary files

Exporter binary files used to be written to memory before being available. Now these files are not written anymore.

#### EB GUIDE GTF:

- ▶ `AnimationBase.h` is now part of the EB GUIDE SDK

You can write your own animation curve widgets and add them to the EB GUIDE model for better performance.

- ▶ New traces

New traces are added that allow to measure the shader compilation. EGL start-up traces are changed from `Debug` to `Info`.

## 2.3. New or changed in 6.7.1

#### EB GUIDE Studio:

- ▶ The datapool integration is improved to fit the model life cycle better.

- ▶ User-defined properties can be sorted

You can now sort user-defined properties alphabetically using the new button in the **Properties** component. It is also possible to leave the properties unsorted, i.e. in the order they were initially added to your EB GUIDE model.

- ▶ Changes in touch behavior for widgets

With **Touch release** widget feature, touch events can now be consumed by touch reactions.

- ▶ Changes for master image

When you add a master image, the master image is now aligned top left in a view.

- ▶ More configuration options for `GtfFileOutput`

It is now possible to enforce flushing the traces after each trace message with the configuration item `gtf.-tracing.PeriodicOutputFlush` set to 0. You can now also disable forced flushing of the messages using the value -1. Any other number greater than 0 sets the time interval for the flushes.

- ▶ Naming of threads



All threads generated from EB GUIDE GTF have a common name convention. All threads end with @-GTF. If you request `TaskDispatcher` and run it with `runAsync`, you can specify a custom name. The resulting name is `<yourName>@GTF` with `<yourName>` being the name that you specified. Note that it depends on the platform how, if, and where you can observe the name of the thread.

## 2.4. New or changed in 6.7

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.

|                |  |
|----------------|--|
| <b>Summary</b> | <b>Unexpected behavior while moving a transformed child widget</b>   |
| 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  |
| <b>Summary</b> | <b>Cursor in 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 of EB GUIDE GTF runtime in a multi-core environment</b>   |
| Description    | The EB GUIDE GTF runtime behaves as follows in a multi-core environment: <ul style="list-style-type: none"> <li>▶ In the <b>Datapool</b> component, datapool items can have different values in different cores. Scalar datapool values are synchronized between the different cores.</li> <li>▶ In the <b>Events</b> 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.</li> </ul> |
| Workaround     | Not available.   |
| <b>Summary</b> | <b>Unexpected behavior when assigning the same ID to multiple displays in sceneID for screenshots</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 using 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.   |



|                |   |
|----------------|---|
| <b>Summary</b> | <b>Functors and FunctorTasks are deprecated</b>   |
| 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>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 that informs about the division by zero. |
| Workaround     | Not available.  |

|                |   |
|----------------|---|
| <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>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>EB GUIDE Monitor shows only one instance of a dynamic state machine</b>   |
| 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  |



|                |   |
|----------------|---|
| <b>Summary</b> | <b>State machine changes in GTF are not updated</b>   |
| 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   |

|                |   |
|----------------|---|
| <b>Summary</b> | <b>No rendering in edit mode</b>  |
| 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   |

|                |   |
|----------------|---|
| <b>Summary</b> | <b>EB GUIDE Monitor disconnects or crashes</b>  |
| Description    | EB GUIDE Monitor disconnects or crashes when EB GUIDE Monitor memory usage is larger than 1 GB due to too many log entries. |
| Workaround     | Clear logger regularly.   |

|                |  |
|----------------|--|
| <b>Summary</b> | <b>Error messages are not showing in logger</b>  |
| 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.   |

|                |  |
|----------------|--|
| <b>Summary</b> | <b>Focus management does not work correctly</b>  |
| Description    | Focus management does not work correctly when you use multiple scenes and EB GUIDE Script functions <code>focusNext()</code> or <code>focusPrevious()</code> .   |
| Workaround     | <p>The workaround depends on how you use the focus management. If you use focus management in one scene only, make this scene the last one in the list of scenes for its communication context. Open the project, go to <b>Project center &gt; Configure</b>, and then <b>Profiles</b>. The <b>Scenes</b> tab contains a list of scenes. Move the scene, where you are using focus handling to the last scene in the list.</p> <p>If you use focus management in multiple scenes, give every scene its own communication context. For more information, see the EB GUIDE Studio user manual, sections "Communication context" and "Establishing external communication".</p> |

## 4. Fixed issues

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

▶ Improved template creation

When you create templates of templates, the performance of the template context menu as well as the **Navigation** component is improved.

▶ Android device orientation

Orientation changes of Android devices are now handled correctly.

▶ Hold gesture

Fixed the behavior of the hold gesture when you click and hold during the simulation. When you are in a simulation and event `onGestureHold` is fired, and you move the cursor outside of the window and back in, event `onGestureHold` is now fired as expected.

▶ Path gesture

Path gestures are now recognized even if the cursor moves outside of the simulation window.

▶ Missing notifications

Fixed an issue where some notifications were not prompted.

▶ On screen transitions memory leak

Fixed a memory leak issue in EB GUIDE GTF that occurred during high frequency screen transitions.

▶ System events and IPC

The EB GUIDE GTF inter-process communication (IPC) is not affected by Android system events any longer. System events are now filtered through the `Eventsystem` module. For more information on `gtf::eventsystem`, see API.

▶ Memory usage updates

EB GUIDE Monitor now provides updates about the memory usage. This feature is not enabled by default. For instructions on how to enable this feature, see the EB GUIDE GTF user manual section "Evaluating memory usage". When this feature is enabled you receive messages, looking like the following example message:

```
[08:36:24.685] [INFO] System memory allocated by EB GUIDE TF: 1280 KiB (maximum 1280 KiB), Memory Mapped: 15 KiB (maximum 15 KiB)
```



## 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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=====

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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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| Name                  | Version  | Comments / usage   | Target device |
|-----------------------|----------|--|---------------|
| Autodesk®<br>FBX® SDK | 2017.0.1 | C++ API to transfer existing content into the FBX format |               |

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#### Exhibit A

##### Definitions

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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 Community 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-<br>dLineParser | 1.5.0.20 | .NET C# command line parser |               |

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## 5.9. FNV Hash

| Name     | Version | Comments / usage       | Target device |
|----------|---------|------------------------|---------------|
| 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 | 1.6.35  | 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<br>FileType Plugin<br>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<br>PT Sans Narrow | 2.003   | As example TTF font in the demo projects and as default font for new projects |               |

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|---------------------------------|---------|---|---------------|
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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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