



JetViewSoft

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Version 1.00

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1 Introduction

Overview Version 4.0.4

The following table gives an overview of newly added or enhanced features and fixed software bugs:

Description	New	Enhanced	Fixed
Memory management is optimized		✓	
Workspace name indication in the title bar		✓	
Background color of the preview pane can now be set		✓	
Macro command ChangeStringValue is not executed correctly			✓
Component editor displays objects which have already been deleted			✓
Mouse cursor motion causes a system error message			✓
Creating a new user account causes a system error message			✓
Changes made to a font via Properties pane are not accepted			✓
Shortcut F7 does not function consistently			✓
Errors when converting projects of version 2.2.1			✓
Direct editing of color values via ColorChange-Limits is not possible			✓
Polygons are rendered differently depending on whether it is done by a PC or by a CE device			✓
Events of the Text object are not triggered			✓
IO dynamic feature permits invalid TargetProperty Text			✓
Workspace tree is not updated			✓
The sequence of masks within the dialog for editing the Navigate command is not sorted			✓
Event triggering during runtime is faulty			✓
Objects within a container cannot be selected			✓
Faulty updating of the macro editor			✓
White space characters within the ChangeStringCommand are removed			✓
The simulation of a JV-10xx display returns being a JV-3xx-type controller			✓
After changing the jde file, tag search is not possible any more			✓
Faulty behavior at creating new user levels			✓
Changes made in the Properties pane are not applied			✓
Faulty behavior in the project converter			✓
ColorChange dynamic feature does not function with Button objects			✓
Font changes made via VisuCmdAttribute are not accepted for a Listbox			✓
Program crash at language selection			✓
Position values for child objects are not displayed in the component editor			✓

1 Introduction

Description	New	Enhanced	Fixed
No error message, if no mask has been assigned to the WorkingSet			✓
It is not possible to assign a StringVariable to an OutputString with a resource			✓
The Modified Flag of the project is not set			✓
Handling of vertical and horizontal lines is faulty			✓
Settings in the XY graph are not stored			✓
WorkingSet has been renamed			✓
Behavior with transparent images is faulty			✓
Drag&Drop out of the library is not possible in multi-monitor mode			✓
Drawing a polygon is faulty			✓
Triggering the OnClick event is faulty			✓
Grid object does not display any value of a local variable			✓
VisuCmdString does not change the referenced variable			✓
Faulty Property for the Text resource in the Edit object			✓
Program crash when dragging masks out of the library			✓
Language selection does not work with AlarmControl			✓
The file for user-defined languages at converting is considered			✓
The tree rendering of the EventHandler component editor is not updated			✓
The component editor displays the EventHandler tab for attributes as well			✓
Child objects of groups cannot be selected			✓
The text of the local StringVariable does not change at language selection			✓
Despite terminating AddNew, a new FillAttribute is created			✓
The vertical keyboard input dialog renders an A instead of an a due to wrong key assignment			✓
Modified configuration file JetViewERS.cfg			✓
In the vertical keyboard dialog, the Shift key was missing			✓
Resource type IMAGELIST is compiled the wrong way			✓
System error when converting the configuration of communication			✓

2 Enhancements

Introduction

Below, all features that are new in this version, as well as the enhancements are listed.

2.1 Memory management is optimized

Memory management

Memory management has been optimized. For this reason, the program needs much less operating system resources.

2.2 Workspace name indication in the title bar

Workspace name in the title bar

In the title bar, the name of the Workspace is indicated instead of the project name.

2.3 Background color of the preview pane can now be set

Background color - Preview pane

The background color can now be set via shortcut menu or via Tools => Options => Format.

3 Fixed software bugs

Introduction This chapter describes the software bugs which have been fixed in the new software release.

Macro command ChangeStringValue is not executed correctly

Macro command The command ChangeStringValue was not read out correctly. This resulted in the remaining commands not being processed correctly any more in the respective macro.

ID #1659

Remedy/workaround -

Component editor displays objects which have already been deleted

Component editor If a group of referenced child objects had been uploaded to the component editor before deleting a child object from the group in the object pool tree, this object would still be shown in the component editor. Now, the component editor is updated correctly.

ID #1660

Remedy/workaround -

Mouse cursor motion causes a system error message

System error message - Simulation If an image was referenced by means of resource assignment through an object pointer, a system error message would be issued sporadically after language selection and moving the cursor over the image.

ID #1685

Remedy/workaround -

Creating a new user account causes a system error message

System error message - User administration Creating a new user account caused a system error message, if at the same time a non-existent value had been entered into the edit box of the combo box for the user level. Input of a new user level via edit box of the combo box is not possible any more.

ID #1696

Remedy/workaround -

Changes made to a font via Properties pane are not accepted

Properties window - Font If a font was changed in the Properties window, the changes would be accepted only partially.

ID #1702

Remedy/workaround -

Shortcut F7 does not function consistently

Compiler shortcut If the focus had been on Workspace or the ObjectPool tree, the compiler could not be started by shortcut F7.

ID #1734

Remedy/workaround -

Errors when converting projects of version 2.2.1

Converter causes compiler failure When a compilable project of version 2.2.1 had been converted to the up-to-date version, the compiler would issue error messages. It would report faulty macros.

ID #1755

Remedy/workaround -

Direct editing of color values via ColorChange limits is not possible

Editing color change via ColorChange dynamic feature The color values could not be entered as RGB values.
ID #1757

Remedy/workaround -

Polygons are rendered differently depending on whether it is done by a PC or by a CE device

Rendering polygons by CE devices Rendering polygons by a CE device has been adjusted to rendering them by a PC.
ID #1797

Remedy/workaround -

Events of the Text object are not triggered

Triggering events during runtime The two events OnChange and OnTextIndexChanged are not triggered during runtime.
ID #1901

Remedy/workaround -

IO dynamic feature permits invalid TargetProperty Text

IO dynamic feature for Listbox/Combobox objects The IO dynamic feature for Listbox and Combobox objects (of the Dropdown-list type) would list the Text property in the TargetProperty selection. Yet, this property is not permitted for these objects. This property has now been removed from the list of target properties.
ID #1902

Remedy/workaround -

Workspace tree is not updated

Workspace tree - Update After deleting a mask, the Workspace tree would not be updated.
ID #1906

Remedy/workaround -

The sequence of masks within the dialog for editing the Navigate command is not sorted

Macros - Programming The sequence of masks within the dialog for editing the Navigate command was not sorted. Now, the masks are sorted and displayed by their names.
ID #1907

Remedy/workaround -

Event triggering during runtime is faulty

Event triggering during runtime Some objects (e.g. Edit, Listbox, Combobox, Grid,...) would trigger respective Change events after the user changing a value, after the IO dynamic feature taking effect or after an STX command being issued. Triggering these events can still be influenced by the project setting EnableEventsDuringOnLoad. The former way of triggering these events was faulty and has been fixed now.
ID #1911 / ID #1918 / ID #1919 / ID #1921 / ID #2139 / ID #3006

Remedy/workaround -

Objects within a container cannot be selected

Selecting a container If objects had been beneath the level of a container, no Click events would be triggered for these.
ID #1927

Remedy/workaround -

Faulty updating of the macro editor

Macro editor - Update	If a macro was displayed in the macro editor and changed at another location, the macro editor would not be updated. ID #1941 / ID #1942
Remedy/workaround	-

White space characters within the ChangeStringCommand are removed

Compiler removes white-space characters	White-space characters within the ChangeStringCommand would be removed through the compiler by mistake. ID #1945
Remedy/workaround	-

The simulation of a JV-10xx display returns being a JV-3xx-type controller

Simulation - Controller type	The simulation of a JV-10xx display returns being a JV-3xx-type controller. Now, the simulation returns correctly to be the controller type JV-10xx. ID #1995
Remedy/workaround	-

After changing the jde file, tag search is not possible any more

Tag search in the TagDB window	If a jde file had been rebuilt by JetSym and then displayed in the TagDB window, searching within the TagDB window was not possible any more. ID #2054
Remedy/workaround	Close and re-open the project.

Faulty behavior at creating new user levels

User management - Editing

If several new user levels had been created, then renamed and their description changed, this would cause all new user levels having got the same value and the same description.

ID #2061

Remedy/workaround

-

Changes made in the Properties pane are not applied

Properties window - Changes

Sporadically, changes made to the configuration of an input dialog would not be applied. Thus, for example, settings for ShowOnClick or ShowOnEnterKey could not be changed.

ID #2102

Remedy/workaround

Carry out one change only, then select another object.

Faulty behavior in the project converter

Project converter

If to an existing workspace belonging to version 4.x a project of version 3.x was added, converting this project would cause errors. Further, this project could not be opened.

ID #2147

Remedy/workaround

-

ColorChange dynamic feature does not function with button objects

ColorChange dynamic feature - Button objects

The ColorChange dynamic feature would not function with button objects of CornerRadius >0.

ID #2245

Remedy/workaround

-

Font changes made via VisuCmdAttribute are not accepted for a Listbox

Listbox - Font change After invoking VisuCmdAttribute, the selected font would not be shown in the Listbox.

ID #2253

Remedy/workaround -

Program crash at language selection

Crash at language selection If during design time another language was selected as standard language, a system error would be triggered.

ID #2283

Remedy/workaround -

Position values for child objects are not displayed in the component editor

Positions within the component editor If an object with referenced child objects was edited in the component editor, the position values of a selected child object would not be shown.

ID #2437

Remedy/workaround -

No error message, if no mask has been assigned to the WorkingSet

Error message - Compiler Occasionally, no active mask was assigned to the working set at converting projects. At compiling such a project, the STX compiler now issues an error message.

ID #2449

Remedy/workaround -

It is not possible to assign a StringVariable to an OutputString with a resource

OutputString with resources

If a StringVariable with configured resource had been assigned to an OutputString object with configured resource via ISO command, only for the standard language the text of the StringVariable is displayed. If then the StringVariable was removed again from the assignment via ISO command, no text would be displayed in the standard language any more.

ID #2500

Remedy/workaround

-

The Modified Flag of the project is not set

Modified Flag of a project

The Modified Flag of a project was not set after changing a macro.

ID #2525

Remedy/workaround

-

Faulty handling of vertical and horizontal lines

Vertical and horizontal lines

It was possible to generate 0 pixels wide vertical lines. Yet, the width of 0 pixels wide lines could not be changed any more.

ID #2576

Remedy/workaround

-

Settings in XYGraph are not stored

Storing XYGraph

After deleting a graph, the properties of a newly added graph would not be stored.

ID #2584

Remedy/workaround

-

WorkingSet has been renamed

WorkingSet - Renamed to Application	In the tree view of the event handlers, WorkingSet has been renamed to Application. ID #2634
Remedy/workaround	-

Faulty behavior with transparent images

Transparent images	If images were newly added and a transparency color was selected, the transparency would not be processed correctly. ID #2640
Remedy/workaround	-

Drag&Drop out of the library is not possible in multi-monitor mode

Drag&Drop in multi-monitor mode	If, after opening, the program had been shifted to the secondary monitor, taking objects out of the library by Drag&Drop would not be possible any more. ID #2655
Remedy/workaround	-

Drawing a polygon is faulty

Drawing polygons	During runtime, areas of the polygon were cut off, or else the edges were missing. ID #2659
Remedy/workaround	-

Triggering the OnClick event is faulty

OnClick event In the objects Rectangle, Text, Polygon, Ellipse, Arc, Meter(Ex), Image, and XYGraph, the OnClick event would already be triggered through pressing the left mouse button. Now, it is not triggered before releasing the mouse button.

ID #2672

Remedy/workaround -

Grid object does not display any value of a local variable

Grid objects and local variables If a grid cell had been configured using the IO dynamic feature, and if for this a local variable had been used, no value would be displayed in the cell during runtime.

ID #2676

Remedy/workaround -

VisuCmdString does not change the referenced variable

VisuCmdString does not affect the referenced variable If in the display controller, a VisuCmdString had been applied to a StringVariable, only the text of a local StringVariable would change (Location=local). If the StringVariable had been configured to a controller, the text would not change.

ID #2677

Remedy/workaround -

Faulty Property for the Text resource in the Edit object

Resource in the Edit object By mistake, the Edit object would offer the possibility of configuring a Text resource in the Properties pane.

ID #2687

Remedy/workaround -

Program crash when dragging masks out of the library

Dragging masks out of a library Trying to drag a mask out of a library into a project lead to program crash.

ID #2695

Remedy/workaround -

Language selection does not work with AlarmControl

Language selection - AlarmControl If in an AlarmControl of a project a resource for the column names had been stored, AlarmControl would not be updated at language selection. Thus, the wrong language would be displayed.

ID #2699

Remedy/workaround -

The file for user-defined languages at converting is considered

Project converter In the file
..\Jetter\JetWeb\JetViewSoft\Templates\Languages\UserLanguages.xml
user-defined languages, which are not mentioned in the standard ISO 639-1,
can be stored. When converting projects from version 3.x to version 4.x, this
file was not copied to the files of the projects to be converted. This means
there were no user-defined languages available.

ID #2709

Remedy/workaround -

The tree rendering of the EventHandler component editor is not updated

Component editor - EventHandler If, in the component editor, the tree rendering of the EventHandler had been opened and another object had been uploaded after this, the former object would still be displayed.

ID #2739

Remedy/workaround -

The component editor displays the EventHandler tab for attributes as well

Component editor - EventHandler For attribute objects, events and macros can only be edited in the ObjectPool. For this reason, the EventHandler tab at the bottom edge of the document is now hidden.

ID #2740

Remedy/workaround -

Child objects of groups cannot be selected

Selection - Groups Child objects of groups that had been copied and then loaded in the component editor, could neither be selected nor edited any more.

ID #2839

Remedy/workaround -

The text of the local StringVariable does not change at language selection

Language selection - JetView ER-STX (S) If a StringVariable referred to a resource, its text would not be updated at language selection. This error occurred only in projects of the JetView ER-STX-(S) platform.

ID #2840

Remedy/workaround -

Despite terminating AddNew, a new FillAttribute is created

Adding new attributes If a FillAttribute was used with one object only, and if there the command AddNew for the property ObjectID of the FillStyle was selected, the dialog would offer deleting the presently selected FillAttribute. At terminating the dialog, in order to keep the FillAttribute, a new FillAttribute would still be created. The same applied to FontAttributes and LineAttributes.

ID #2862

Remedy/workaround -

The vertical keyboard input dialog renders an A instead of an a due to wrong key assignment

Key assignment - Input dialog The vertical keyboard input dialog rendered an **A** instead of an **a** due to wrong key assignment. Now, letter **a** has been assigned to this key.

ID #2881

Remedy/workaround -

Modified configuration file JetViewERS.cfg

Configuration file for JetView ER-STX (S) Which language of visualization devices belongs to which iop file is stored to configuration file JetViewERS.cfg. This file has been modified in order to be able to correctly localize the iop files on the visualization devices.

ID #2931

Remedy/workaround -

In the vertical keyboard dialog, the Shift key was missing

Key assignment in the keyboard dialog In the vertical keyboard dialog, the Shift key has been added.

ID #2933

Remedy/workaround -

Resource type IMAGELIST is compiled the wrong way.

**Compiler and
IMAGELIST**

When using resources of the type IMAGELIST, a wrong result was output by the STX compiler. Neither could the image lists be seen on the visualization devices.

ID #2935

Remedy/workaround

-

System error when converting the configuration of communication

**System error in the con-
verter**

If a project contained more than 1000 NumberVariables at converting the configuration of communication, all NumberVariables starting from 1001 would be assigned object ID zero. This would lead to an internal error, as the IDs were not unambiguous any more.

ID #3005

Remedy/workaround

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