



# JetViewSoft

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# 1 New features

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

## 1.1 Macros and events

### 1.1.1 Parameter “Display Type” has been added to some events

The parameter “Display Type” has been added to the events below:

- OnActivePageChange
- All mouse events
- OnLoad (mask)
- Navigate events

### 1.1.2 Parameter “Display Type” has been added to some macros

The parameter **DisplayType** has been added to the macros below:

- Get/Set Brightness
- Get/Set Contrast
- GoBack
- GoForward
- GoHome
- Navigate
- LoginUser
- UserInput
- MessageBox
- PlaySound
- Scroll
- SetBuzzer
- SetLEDState
- ShowUserLevelList
- ShowUserList
- StopSound
- Zoom

### 1.1.3 New macros for changing camera properties

Macro commands have been implemented which can be used to change or read out the camera properties Brightness, Contrast and Saturation:

- SetCameraBrightness(CameraName, NewValue)
- GetCameraBrightness(CameraName)
- SetCameraContrast(CameraName, NewValue)
- GetCameraContrast(CameraName)
- SetCameraSaturation(CameraName, NewValue)
- GetCameraSaturation(CameraName)

## 1.2 Platforms

### 1.2.1 New platform for multi-display

There is the new platform **ER-STX-VG-MD (CE)** for embedded systems with several displays. When you switch from a platform of the type **ER-STX-VG (CE)/(PC)** to **ER-STX-VG-MD (CE)**, the project will be converted. A reverse conversion is not possible.

### 1.2.2 Display handling for multi-display platform

A project can only be compiled if default and extended display are included in the hardware tree. The project can be deployed on a JCM-630 only. An extended display cannot be removed from the hardware tree. It is not possible to directly switch between default and extended display. For this purpose, at least one additional display must be present in the hardware tree.

## 1.3 Masks

### 1.3.1 Parameter “Display Type” has been added to some masks

The parameter “Display Type” has been added to the masks below:

- Data Mask
- Soft Key Mask
- Alarm Mask

### 1.3.2 Softkey Masks

Softkey masks are created during design time for a specific display type. However, during runtime the display where the softkey mask is displayed determines how it will be represented. The display type used during design time serves as a means to create the mask taking into account different display settings. The information for which display the softkey mask was designed is irrelevant at runtime.

### 1.3.3 Defining the background color of a mask using Fill Attribute

For the platforms STX-VG and STX-Multidisplay, the background of a data mask can now also be designed using the **Fill Attribute** object.

## 1.4 Objects

### 1.4.1 Behaviour of a Button object

The property **Auto Adjust Text Area** has been added to the Button object. If you set this option, the text object underneath the Button object is , automatically adjusted when the Button object is resized.

### 1.4.2 Line Style Attribute and Corner Radius for SVG objects

Line style attributes that define the frame of an SVG object have been added to SVG objects. The property Corner Radius has been added, too. This property lets you implement rounded corners for example for Rectangle objects. You can access the new properties using the STX dot notation.



### 1.4.3 Rotating SVG objects during design time

When you create visualization masks, JVS lets you rotate SVG objects during design time. The property "Rotation" in the Properties pane lets you define the angle of rotation.

### 1.4.4 Commentary function

Now, JVS lets you add a comment to any object.

### 1.4.5 Object prefix across projects

An edit box called **Prefix For Object Templates** has been added for entering a prefix. By default, the edit box is void. In this case, the object names are put together as defined in the Name column. If a prefix has been entered in the edit box, it will automatically precede the object name.

**Example:** Prefix = **MyProject123\_**, Name Format Button = "Button\_%ld"

Output in the **Name** edit box of the **Properties** pane = **MyProject123\_Button10000**

### 1.4.6 Angle of rotation for objects

STX dot dot notation and VisuCommands let you make changes to the angle of rotation for certain objects. The behavior is similar to that of the dynamic feature **Rotation**. The center of rotation is the center of the object.

The following objects support this feature:

- Line, polyline, polygon
- Rectangle
- Ellipse
- IMAGE
- SVG object

#### STX sample code

Defining the angle of rotation:

```
_Rectangle.RotationAngle := 10; //CCW rotation by 10°
```

Retrieving the current angle of rotation:

```
angle := _Rectangle.RotationAngle
```

### 1.4.7 New feature for setting the opacity of a graphic object by means of a STX command

Now, the opacity can be changed and read via dot notation. The value is in the range of 0 % (full transparency) and 100 % (full opacity). The following objects support this feature:

- SVG
- Rectangle
- Ellipse
- Polygon

#### 1.4.8 Enhancing the objects Edit String/Numeric and Checkbox by the Transparency property

The **Transparency** property has been added to the objects Checkbox, Edit String, and Edit Numeric. This property can be changed and read during designing time within the Grid property, respectively during runtime by dot notation.

```
_Checkbox_12000.Transparent := true;  
transparent := _EDIT_11000.Transparent;
```

#### 1.4.9 Changed name of properties of a MeterEx object

The properties **Sector Color 1** and **Value Color 1** have changed to **Sector 1 - Value** and **Sector 1 - Color**.

The value pairs Value and Color were combined by sector.

#### 1.4.10 Extended Meter displayed Line Attributes at design and runtime differently

The ticks and arc of the extended meter were displayed in the correct color at design time. At runtime the arc was displayed in the wrong color.

#### 1.4.11 Revision of the parameterization of the XY graph

For the configuration of the XY graph no dialog is needed anymore. All parameters can be changed directly in the Properties window.

### 1.5 General information

#### 1.5.1 Enhanced usability of the dialog for selecting a variable

If no variable is selected in the dialog and you open the dialog for selecting a variable, the cursor is now directly placed in the cell **Name** in line Autofilter.

If a variable has already been assigned, it is automatically selected in the table.

#### 1.5.2 New button "Collapse all"

A button has been added to the docking window of the object pool, by which all expanded entries can be closed.

#### 1.5.3 Renaming workspaces and projects

Workspaces and projects can now be renamed. As an option, the corresponding directories can be renamed as well. The function can either be executed via file menu or via shortcut menu which is in the tree of the workspace.

#### 1.5.4 Introduction of a possibility to change the general size of scrollbar buttons (Arrow Keys)

A new property has been added which lets you change the size of a scrollbar button as a percentage.

This property can be found in the *Project/Properties/ER/ScrollbarArrow Size* menu.

#### 1.5.5 Post Build function has been added

A batch job can now be defined in the project properties which is executed after a successful compiler run.

## 1.6 Gestures

### 1.6.1 Deactivating the zoom function within the VG platform

In the project properties, there is the new setting feature **Enable Pinch Gesture** for activating or deactivating the zoom function by two-finger pinch zoom. This configuration can be found at Project/Properties/ER/General. This function is disabled by default.

## 1.7 Runtime

### 1.7.1 New option for deactivating the focus color of selected elements during runtime (VG platforms)

This option lets you disable the blue selection frame which is displayed when navigating elements by the tab key.

For activating the option, please turn to **Project\Properties\ER\Components\Hide Focus Frame** . This function is disabled by default.

## 1.8 Editor

### 1.8.1 Introduction of dynamic guidelines for element positioning (VG platforms)

In order to simplify positioning and aligning of masks, dynamic guidelines have been introduced.

When an object A is moved, horizontal and vertical alignment with an object B that has also been placed on the mask is checked. If the middle axis or the outer edge of object A touches the middle axis or outer edge of object B, a help line is displayed to help object A to align.

## 1.9 Hardware

### 1.9.1 New camera added to the Hardware window and new features of the Camera object for VG platform

In the Hardware area, a new specification of camera properties has been added and will be maintained there. The images from a camera can be displayed on a mask with a Video Control object.

## 2 Fixed software bugs

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

### 2.1 Dynamic features/events

#### 2.1.1 Incorrect color in dynamic color change in a grid cell

When switching from a flashing color to a static color, the color value was not always correct. This error only occurred in projects on ER-STX-VG platform.

#### 2.1.2 Rotation property rotated an object other than DynRotation and VisuCmd rotation

The rotation angle at design time is now defined clockwise. If the object has a DynRotation or is rotated via VisuCmdAttribute, the object rotates clockwise. Basically, the following applies: Changing the rotation angle at runtime always changes the angle relative to the angle at which the object was designed.

#### 2.1.3 In the platform ER-STX-VG(PC) the listbox events were missing.

The two listbox events OnMouseEnter and OnMouseLeave were missing in the ER-STX-VG(PC) platform.

#### 2.1.4 Some objects in the VG(PC) platform had wrong events

The objects Rectangle, Ellipse, Polygon, Text and Image had erroneously the events OnButtonDown and OnButtonUp instead of OnMouseDown and OnMouseUp in the VG(PC) platform.

#### 2.1.5 Assigning dynamics via drag & drop did not work

For the objects Checkbox and QR Code no dynamics could be assigned by drag & drop.

#### 2.1.6 Macro commands with colors were imported incorrectly

The colors in macro commands were displayed in hex instead of decimal.

#### 2.1.7 Wrong character in variable selection for a DynIO

If the selection dialog for variables within a DynIO was aborted with **CANCEL**, the leading character @ of the current value was erroneously removed.

#### 2.1.8 Objects of a container did not trigger events

If a grouping of objects was referenced by a pointer, no mouse events were triggered by the child elements of the grouping. The malfunction only occurred on the STX platform.

### 2.2 Hardware

#### 2.2.1 Changes made to display hardware resulted in a lengthy updating process for width/height in large projects

Updating all masks after changes to a display hardware was tripled in speed.

## 2.3 General information

### 2.3.1 Memory at image caching in Embedded Runtime

Activated image caching could, with a great number of images on several HMIs, cause crashes due to lack of memory.

### 2.3.2 Dialog size for variable selection

The value of the dialog size for variable selection got lost at relaunch of the programming tool.

### 2.3.3 When the macro "user input" was applied, there was no keyboard displayed during runtime

Next to the edit control, a button was added in the dialog **UserInput** by which the keyboard could be shown. Depending on the input mode of the dialog - numeric or not numeric - the numeric or alphanumeric keyboard is displayed.

### 2.3.4 When the workspace was closed, the tooltip of an object was still displayed

In the Workspace view, the tooltip of an object was displayed at the mouse pointer, although the workspace was already closed.

### 2.3.5 Inadequate error message if the project path contained non-permitted special characters

If a folder name with special characters such as %, &, < or > was used for a project, malfunctions with unclear error messages occurred. A more detailed error message is now displayed and a warning is displayed in the message window when opening a project.

### 2.3.6 IOP import always only took over the first macro of an event

When importing events, only the first macro was imported.

### 2.3.7 CAN download ignored filter wildcard

When determining the files that are relevant for the download/deployment, the wildcard filter was ignored. This also affected the deployment via FTP and file system.

### 2.3.8 Projects with many variables blocked operability

If a project contained a lot of variables (> 2000), the program did not react to user input anymore.

### 2.3.9 Communication with JetIP could not be switched from TCP to UDP

If the type **JetIP** was set for a controller in the hardware tree, the TCP protocol was always used. Even a controller configuration from a \*.jde file did not allow the UDP protocol to be used.

The **Try TCP** property can now be activated or deactivated for the controller type **JetIP** in the hardware tree.

### 2.3.10 Newer TagDB files could not be added to a project

An incorrect document check caused an error message when adding a TagDB file (\*.jde).

### **2.3.11 The colors of the preview window were displayed incorrectly depending on the set transparency**

If the **Transparent** flag was set to true on a Fillstyle referenced by a data mask, a wrong color was displayed in the preview.

### **2.3.12 Deletion of a Datamask possibly led to a crash**

Deleting a datamask that was open in the main window caused a crash in some cases. By automatically closing the window after deleting the Datamask, this error has been fixed.

## **2.4 Objects**

### **2.4.1 Endless error dialog with the resource file**

Invalid image paths in the image list of a resource file cause a lengthy error dialog.

### **2.4.2 Objects featuring dynamic color change and variable limits showed the wrong color at page break**

If for dynamic color change limits had been defined by means of variables, the corresponding objects showed wrong colors after page break. This error only occurred in the VG platform.

### **2.4.3 Changes of the Point property in case of a rectangle**

Changing the coordinates of the corner points of a rectangle is no longer necessary in the Properties window, since a rectangle can be defined by its width and height.

### **2.4.4 The display of the slider object has been optimized**

The slider control was displayed incorrectly if the slider design was very wide. The display has been corrected so that the slider is now also displayed completely at the edges.

### **2.4.5 The camera input could not be set via the Video object**

The camera input can be set in the Video object via the channel. However, this setting did not work at runtime.

### **2.4.6 When copying and pasting an object, the mask position shifted**

If an object was inserted into a mask, the original position of the mask was automatically moved so that the object was no longer visible.

### **2.4.7 For certain SVG images, the foreground color could not be overlaid**

If SVG images were created with Adobe programs, for example, they were saved with a certain encoding (encoding="iso-8859-1"). In this case, the foreground color could not be overlaid in the program.

### **2.4.8 The value of an input field could not be overwritten**

If an input field was assigned an IO dynamic, it was not possible to enter a new value because the input field was permanently overwritten with the current value.

### 2.4.9 The slider object lacked the parameter list

If a slider object was used in a project with the ER-STX-VG (PC) platform, the OnChange event had no parameters. The SenderID and Value parameters were available on other platforms.

### 2.4.10 The slider control did not display a value change after changing the MaxValue property

If the **MaxValue** property of the slider control was changed by a STX program to a value smaller than the **slider value**, a value change was not displayed correctly every time.

### 2.4.11 Rotated images behaved sluggishly during processing

If larger images were rotated on a mask, they would then behave very sluggishly when edited with the mouse.

### 2.4.12 With STX Editbox the password did not work with MultipleLines

The Password and MultiLines options must not be activated at the same time. When setting Password, MultipleLines is now set to 0 and hidden. Conversely, when setting MultipleLines, Password is set to 0. This behavior has already been implemented in the other platforms and has now also been implemented for the STX platforms.

### 2.4.13 A camera was not switched off when changing the pointer reference

If a camera was displayed or hidden via an ObjectPointer, then the camera was not switched off when it was hidden. If other objects with the transparency color of the camera lay below the camera, then the camera shone through in this area.

### 2.4.14 An object was not updated correctly after changing the reference of an object pointer

If in a STX program directly after the assignment of a new reference with an object pointer a dynamic was triggered by changing a variable, this did not immediately show an effect. With a delay command between assigning the reference and changing the variable it worked as expected.

### 2.4.15 No OnMouseDown and OnMouseUp events could be assigned to a button object (VG platform)

The button object lacked the ability to assign the two events OnMouseDown and OnMouseUp. This meant that this functionality could be lost if an older project was upgraded, as the STX platforms already supported these events.

### 2.4.16 Drag&Drop of images and SVGs in the ObjectPool

If images or SVG files were copied from Windows Explorer to a mask using Drag&Drop, JetViewSoft created for these files twice as many objects in the ObjectPool.

### 2.4.17 Creation of a new button object without text object

If a new button was created in the ObjectPool via the context menu, then this button lacked a text object as a child element.

#### 2.4.18 Missing Properties when Copying a PictureGraphic Object

If a PictureGraphic object was copied directly from the library into the object pool and was not included in a mask, then not all properties were set.

#### 2.4.19 VG input dialog used resource texts despite property NULL:None

An editbox with Input dialog and property ResourceID NULL:none displayed with label a text from the resource file at runtime if more than eight resource IDs were defined. Here the resource ID was swapped with the internal identifier of the label text.

#### 2.4.20 Different presentation of rotated SVG images at design and runtime

If SVG images were modified in size and rotation angle at design time, display errors occurred during runtime.

#### 2.4.21 Program error when inserting an SVG image

In a project with an existing SVG image, a program crash was caused when inserting this image as a first-level copy.

#### 2.4.22 The appearance of list boxes and combo boxes is different.

The appearance of empty entries in a list box (ListItems) was not consistent for STX and VG platforms. Sometimes empty entries were displayed and sometimes these entries were not displayed. Now empty entries in the list box are always skipped.

#### 2.4.23 A combo box (STX platform) returned the wrong List Index

If the list index of a combo box was read out using the STX dot notation, the value read out did not match the display of the corresponding combo box.

#### 2.4.24 Assignment of a string variable with resource to an OutputString object (S-platform)

If the string variable of an OutputString object was exchanged in the S platform, the text was displayed in the default language if the string variable was configured for a resource.

#### 2.4.25 Behavior of the DigiPot with an Edit object

If input limits were defined for an Edit object, then the automatic speed adjustment for increment/decrementing with too large distances to the limits was already set to the slowest level.

### 2.5 Runtime

#### 2.5.1 The function "Restart Runtime" did not always restart runtime

The **Restart Runtime** feature was not always executed correctly. Adjustment in the Telnet server of the HMIs now grants higher reliability of this feature.

#### 2.5.2 Switching the current mask while the input dialog was open caused the program to crash

If the active mask was switched in the background while entering a value within an input dialog, then this action caused a program crash.



### 2.5.3 VG runtime crash due to alarm

With a larger number of defined alarms with associated triggers, triggering an alarm could cause the runtime to crash.

### 2.5.4 STX runtime partially drew wrong background mode of the MeterEx object

If the **Background Mode Transparent** option was selected for the MeterEx object, the background was still drawn in the runtime and also in the simulation.

## 2.6 STX and VisuCommands

### 2.6.1 Changes made using an ISO command only worked for standard language.

In a project with CTaskLib, changes to attributes using ISO commands did not take effect if the set language was not the default language.

### 2.6.2 VisuCmds and dot notation did not work sometimes

SVG lists are now initialized with Listindex = 0. Normal SVGs keep the value -1 as ListIndex. **Comment:** FillStyles and LineStyles may not be set and may therefore be ZERO. Here the STX programmer must check for ZERO pointer accesses!

### 2.6.3 Dot notation with NumberVariable of type Float and Double

Dot notation did not work with Float and Double type NumberVariables. Now it is also possible to set and read NumberVariables of type Float and Double. The calls are <NumVar>.DoubleValue and <NumVar>.FloatValue.

### 2.6.4 VisuCmdGetAttribute in connection with buttons

The VisuCommand returned the flag Enabled/Disabled instead of the attributes of the button.

## 2.7 Masks

### 2.7.1 Softkey mask had an empty designator

The runtime displayed softkey masks incorrectly if they consisted of only two pages and the navigation keys were selected with the Auto option.

## 2.8 Resources/language

### 2.8.1 VG string variable with DataSource Local and resource connection ignored language switching

VG string variable with DataSource Local and resource connection ignored language switching. If the content of a variable is written by a register or the OPC UA server, it is not overwritten by a resource. If the variable is defined exclusively by resource, the respective content is valid depending on the currently active language. If the value is overwritten manually, for example, this content always applies, regardless of the resource.

### 2.8.2 Resource import caused .NET error

If a line in a CSV file was incomplete, an exception or a .Net error could occur during resource import.

### **2.8.3 STX objects were ignored when switching languages**

The softkey mask was not updated after language switching and STX objects on softkeys were ignored.

## **2.9 Alarm Control**

### **2.9.1 Column width of the Alarm Control was limited to 1000**

When configuring the column width of an alarm table, values greater than 1000 were discarded and set to a maximum of 1000 again. The validity range of a table column has been extended to any positive numbers.

### **2.9.2 No new alarm folders could be created**

No new folders could be created for alarm priorities (category).

### **2.9.3 Name of a subfolder in the Alarm Service**

Names of subfolders in the alarm service could not be changed.

### **2.9.4 S-Platform takes unrelated font attributes from difference IOP**

An incorrect compilation was generated for the S-platform. This meant, for example, that Russian texts could no longer be displayed correctly.

## **2.10 Compiler**

### **2.10.1 ISO compiler only processed first macro of a mask event**

When compiling a mask, only the first macro per event was processed. If several macros were assigned to an event, they were not compiled and did not appear in the compilation (\*.iop).