



JetSym

Version Update

from V2.40 to V2.43



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1 Introduction

Overview of Version Updates			
Version	Function	Added	Fixed
V2.4.1	JC647 with 512K memory	P	
	New Messages for Find and Replace	P	
	Several axis instructions in one line		P
	MotionWriteParameter		P
	Printing JetSym files from Explorer		P
	Find and Replace in files		P
	Type column in declaration editor		P
	Incomplete select list for controller types		P
	REGISTER_LOAD with negative parameters		P
	Several projects accessing the same controller caused setup problems		P
	The result of "Goto Definition" in declaration files was sometimes wrong		P
	Wrong overlapped status in Map files		P
	Illegal characters in axis names		P
	Undo "Replace All" in declaration editor		P
	START_TIMER and Monitor Mode		P
	Double assignment of shortcuts in dialogs		P
	Breakpoint or bookmark problems with line wrap		P
	Type "float" in symbol editor		P
V2.4.2	Compatibility Jet32Ex2.dll		P
V2.4.3	Multiple instances of Jet32Ex2.dll		P

2 Enhancements

2.1 JC647 with 512K memory

JC647 programs may now have a size of up to 512K instead of 256K. To use this memory expansion a JC647 with rev. 3.60 is required.

2.2 New Messages for Find and Replace

If the end of file is exceeded when searching for the next occurrence of a string, the corresponding message is displayed in the status bar. When the starting point of a search run is reached, the corresponding message box is displayed.

3 Fixed Software Bugs

3.1 Several axis instructions in one line

Several paste operations could prevent the compiler from recognizing existing axis instructions. If this was the case, axis instructions were no longer displayed in the editor in color. In connection with "Undo/Redo" this bug could cause JetSym to crash.

3.2 MotionWriteParameter

When editing an already existing MotionWriteParameter instruction (Shift+Enter) it could happen that existing parameters were not displayed in the dialog. However, this bug did not affect program compilation.

3.3 Printing JetSym files from Explorer

JetSym crashed when attempting to print a JetSym file directly from the Windows Explorer. However, this bug did not affect the print-out.

3.4 Find and Replace in files

After switching over to another project, the path information in the box "Search in:" behaves as follows:

If "Current Document" or "Current Project" was selected last, this selection remains active and the path of the current project is on top of the combo box list.

If the path of the previous current project was selected last, the path of the current project is now automatically displayed.

If any other not project-specific path was selected, this path remains active and the path of the current project is displayed on top of the combo box list.

If "Current Document" or "All Open Documents" is selected, the parameters in the box "In files/files types:" are ignored.

If "Current Project" or "All Projects" is selected, all files in the project tree are referred to and linked with the parameters in the box "In files/files types:".

3.5 Type column in declaration editor

The selection of a variable type in the declaration and setup editor via keyboard now functions again as in the versions before 2.4. Pressing the key "f" twice toggles between "float" and "flag" as usual.

3.6 Incomplete select list for controller types

In menu item "Tools/Options/Controller" only controllers were displayed that support JetSym-ST programming. "Project/Settings/Controller" was not affected by this bug.

3.7 REGISTER_LOAD with negative parameters

When editing a REGISTER_LOAD instruction (Shift+Enter) with a second negative parameter, the sign was no longer displayed in the dialog.

3.8 Several projects accessing the same controller caused setup problems

In a project where two projects were set to the same controller and Ethernet was specified as interface it could happen that a setup window, which did not belong to the current project, was deactivated when activating the setup mode.

3.9 The result of “Goto Definition” in declaration files was sometimes wrong

Sometimes the function “Goto Definition” of a variable, which has been defined in a declaration editor, returned a wrong result.

3.10 Wrong overlapped status in Map files

In connection with arrays and/or structures it could happen that overlapping areas were not indicated as “overlapped”.

3.11 Illegal characters in axis names

When defining an axis in the axis parameter dialog, it was possible to enter illegal characters. From now on only A..Z, a..z, 0..9 and _ are allowed.

3.12 Undo “Replace All” in declaration editor

If in a declaration editor a text string was found and replaced using “Replace All”, this action can be undone by one command (as is the case with other text editors).

3.13 START_TIMER and Monitor Mode

In monitor mode the first parameter (register number) of a START_TIMER instruction shows the same behaviour as with a TIMER_END instruction. Now, not the register contents but the remaining time is displayed or can be entered.

3.14 Double assignment of shortcuts in dialogs

In various dialogs double assigned shortcuts have been eliminated.

3.15 Breakpoint or bookmark problems with line wrap

If an existing program line was moved down by one line using carriage return (with the cursor at the beginning of the line), an existing breakpoint or bookmark was not moved down together with the line.

3.16 Type “float” in symbol editor

If a symbol of the type „float“ was declared in the symbol editor, and was, for example, used as first parameter in a REGISTER_LOAD instruction, so far, this was not displayed as error by the compiler. Now, the error message „3016: Illegal symbol type“ will be displayed.

3.17 Compatibility Jet32Ex2.dll

The delivered version of Jet32Ex2.dll with JetSym V2.4.1 was incompatible in case of ethernet communication to older versions of the communication dll. This could lead to problems with existing JetViewSoft installations. The new version V2.4.2 is compatible again.

3.18 Multiple instances of Jet32Ex2.dll

There was a problem with multiple instances of Jet32Ex2.dll. Only the first instance was able to communicate with a controller. This leads to only one workable MotionSetup at one time.