



## JetViewSoft

Version Update from V. 5.2.2 to V. 5.3.0

We automate your success

Jetter AG  
Graeterstrasse 2  
71642 Ludwigsburg, Germany

**Phone:**

Headquarters	+49 7141 2550-0
Sales	+49 7141 2550-531
Technical hotline	+49 7141 2550-444

**E-mail:**

Hotline	hotline@jetter
Sales	vertrieb@jetter

Revision 1.00

12/19/2017

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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 Editor

#### 1.1.1 Automatic scrolling of the mask at the edge of the screen

If an object is shifted within a mask by drag & drop, automatic scrolling is triggered at reaching the edge of the mask screen.

#### 1.1.2 The function "Zoom Normal"

In this function, a mask is zoomed to 100 %, while the upper left corner is shifted to position 0,0. The function can be called by shortcut CTRL + 0.

#### 1.1.3 The functions "Zoom Percent" and "Zoom Custom" (VG platform)

If you zoom via the menu items Zoom Percent and Zoom Custom, the center of the mask is kept.

#### 1.1.4 Shifting individual selected positions by arrow key

The objects Line, Polyline, and Polygon let you shift individual selected positions via keyboard. For further information, please turn to the description of the respective object.

### 1.2 Dynamic performance

#### 1.2.1 Update interval of a variable

For each object, you can set the height of the update interval of the corresponding variable and a **Dynamic IO**.

The new features **Overwrite Update Interval** and **Update Interval** let you do this with **Dynamic IO**. This way, the standard update interval of a variable is overwritten.

Only update intervals of controller variables can be overwritten, as local variables are always refreshed immediately.

If you select a lower update interval than the one that has been defined in the variable, the compiler issues an alert.

#### 1.2.2 Animation duration

This value influences the animation in the context of a dynamic IO, e.g. with a meter object. This will result in a smoother animation and help to prevent jumps of the needle in a meter object.

#### 1.2.3 Switching the referenced object via dynamic IO in case of a pointer

There was no way of switching pointers - onto groups, for example - via dynamic IO. To achieve this via dynamic IO, you must select the property **ReferencedObject**.

### 1.3 Objects

#### 1.3.1 How to change scroll bar sizes

There is a new setting option **Scroll bar size** in per cent (default value = 100) under **Project/Properties/ER/Components**.

Changing the value means that both width and height of the scroll bar - depending on whether it is vertical or horizontal - and the size of the arrow symbols are changed.

Example: Entering 200 as a value means that both width and height of the scroll bar become double as big.

### 1.3.2 Fill color of a bar graph object can be changed by dot notation

The fill and background color of a bar graph object can now be changed by dot notation. This applies to the objects **Arc**, **Rectangle**, **Ellipse** and **Polygon**.

Integrated in visu library as of release 4.0.0.0.

### 1.3.3 Fill color of a bar graph object can be changed by Visu commands

The fill and background color of a bar graph object can now be changed by VisuCommandAttribute. This applies to the objects Arc, Rectangle, Ellipse and Polygon.

Integrated in visu library as of release 4.0.0.0.

### 1.3.4 New line property "End Cap Style"

This property lets you determine the appearance of the endpoints of a line or polyline. The following options are available:



### 1.3.5 New settings - Font attributes for alarm object

- The dialog properties of the alarm service have been enhanced by the possibility of centralized settings of font attributes for all alarm dialogs and controls.
- Dot notation has been enhanced by the possibility of creating the font attribute via the application object (WorkingSet).

### 1.3.6 New property "Join Style" for Line, Polyline, and Polygon

The objects Line, Polyline, and Polygon have been enhanced by the property **Join Style** (VG platforms only).

### 1.3.7 Reading and changing an image file of an image object during runtime

**Prerequisites:** Visu library 4.0.0.0

The class VisulImage has been enhanced by the property **FilePath**, in order to read and change the image file of an image object during runtime.

The image object has been enhanced by the commands **VisuCmdString** and **VisuCmdGetString**, as they internally set and read the file path (FilePath).

Setting the FilePath:

```
_english_flag_9000.FilePath := 'C:\Users\jhekeler\Pictures\russland_flag.bmp';
```

Querying the FilePath:

```
Trace(_english_flag_9000.FilePath);
```

If the Image object is an ImageList, FilePath always relates to the presently displayed image.

1.4 STX

#### 1.4.1 Optimizing the Visu commands (VG platform)

The VisuCommands are now processed twice or three times as fast as before.

## 1.5 General information

### 1.5.1 Optimization of version control

Below Project / Properties / Deployment, the new List Of Files And Folders property has been introduced in the Excluded Files And Folders category. The entries listed here are not deployed.

Below Project / Properties / Compiler, the new List Of Files And Folders property has been introduced in the Protected Files And Folders category. The entries listed here are not deleted when Clean Workspace is running.

### 1.5.2 Entering values in ColorChangeLimits and AlarmServiceDialog has been made consistent

If the user made changes to a limit or blink interval value in a ColorChangeLimits dialog and pressed enter, the dialog closed immediately. The EditColumns dialog of AlarmService behaved in the same way.

### **1.5.3 Image caching during STX runtime has been optimized for memory usage**

The "image pre-caching" is now adjusted automatically, if the present memory usage exceeds a certain limit which is 90 % by default. The system then tries to clear the memory of images which have not been used for some time (default: 30 min.) Images are taken from the memory, until the minimum level (default: 70%) is reached. Memory usage is checked in a fixed interval (default: 5 sec.).

In the file **JVER.xml**, located in the **General** area, the default values can be overwritten as follows:

## <General

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```
ImagePreCachingEnabled      = "1"          Enabling/disabling image pre-caching
ImageGCUpperMemBoundary    = "90"         90% upper memory filling level
ImageGCLowerMemBoundary    = "70"         70% lower memory filling level
ImageGCRemoveTimespan      = "1800"       Remove images if not used for 30 min.
ImageGCCheckInterval        = "5000"       Check interval in ms
/
```

#### 1.5.4 Image caching on VG platform has been optimized

In caching images for VG platform, the available RAM is now also taken into account. This ensures that in projects holding a great number of images the caching will not take up too great a part of the RAM.

Another optional optimization allows for smart caching of the most recently used images. If this option is enabled (manually in the file JVER.xml), JVS saves a sorted list of the most recently used images. When JVS is launched the next time, these images will be loaded into the cache first and are, thus, available at an early stage.

The following settings can be made in the file **JVER.xml** in XML node **General**:

- **ImagePreCachingEnabled="1"**  
Lets you enable/disable background caching when the application is launched.
- **ImagePreCachingWriteToDiskInterval="0"**  
Interval in [seconds] for refreshing the pre-caching information. Value 0 disables this feature.
- **ImagePreCachingWriteToDiskFilePath="\Storage Card\JVER\_PreChaching.txt"**  
Full path to the file holding the pre-caching information. This file should not be stored to the flash memory of the display, as the number of write cycles to this memory is limited.
- **ImageGCUpperMemBoundary = "90"**  
Upper memory filling level in [%]. If this value is exceeded, the image management starts clearing the cache.
- **ImageGCLowerMemBoundary = "70"**  
Lower memory filling level in [%]. The image management clears the cache until this limit is reached.

#### 1.5.5 Inconsistencies between VisuCommands and dot notation have been fixed

Applying **VisuCmdAttribute**, respectively **VisuCmdGetAttribute** combined with dot notation could lead to inconsistencies. This error has been fixed. Further, the current data mask can now be determined or set by means of STX, VisuCommands, and dot notation. The softkey mask of any data mask can now be set and determined as well.

## 2 Fixed software bugs

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

### 2.1 Dynamic features and events

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

In switching from a blinking 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 Dyn-IO and Dyn-Rotation combined with slider and group did not work

Dyn-IO and Dyn-Rotation combined with slider and group did not work in VG runtime.

#### 2.1.3 Order of triggered events on loading

The events OnLoad, OnBeforeLoad, OnUnload, and OnBeforeUnload of the mask and workingset were not processed in chronological order.

#### 2.1.4 If a dot was entered into an Editbox with DynIO, an incorrect error message appeared

If a numeric Editbox contained a dot in the DynIO format, the error message **Invalid Input!** appeared when a value was entered. **Enter a valid value!** It was not possible to exit the Editbox.

#### 2.1.5 For DynMove and DynScale dynamics of Arc and Ellipse, bar graph properties were not updated

For DynMove and DynScale dynamics, the bar graphs of an ellipse and an arc were not redrawn. The same was true of the bargraph of the Rectangle with DynScale dynamics.

### 2.2 Hardware

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

The time needed to update all masks when changes were made to display hardware could be reduced to one third.

### 2.3 Runtime

#### 2.3.1 Runtime showed incorrect color gradient in case of LinearGradient

At an angle of 90 and 270 degrees the VG runtime showed an incorrect gradient if the latter was set to LinearGradient.

#### 2.3.2 Appearance of Line Objects (ER-STX (CE)/(PC)

The appearance of Line Objects during design and simulation differed from the appearance on the display screen. A line object having got a width of > 1 point appeared during design time and simulation with round caps, but on the display with flat caps. Now, lines always appear with flat caps.

## 2.4 Variables

### 2.4.1 Possibility of removing columns from the dialog box for variables

If the user opened in the Properties pane the dialog box for selecting a variable, he or she was allowed to rearrange the columns by dragging them with the mouse. It could happen that a column disappeared completely. Then, it could not be made visible again. Now, the user is not allowed to rearrange the columns as this feature is of no benefit to the user and this issue is avoided.

## 2.5 Alarm

### 2.5.1 Copying of Alarm Controls caused properties to be set to default values

At copying Alarm Controls, the property values were left out.

### 2.5.2 Clearing of main categories in the Alarm

So far, the user could delete main categories in the alarm service dialog. However, this was illegal and has been disabled.

## 2.6 STX

### 2.6.1 VisualInterface file contained VisuAlarmControl objects for Alarm-Dialogs

AlarmDialogs were written to the declaration file **VisualInterface.stxp** by mistake. This bug has been fixed in STX(VG).

## 2.7 Objects

### 2.7.1 Property ReadOnly on Editbox did not work (VG platform)

The property ReadOnly was not set in the edit box and text could still be entered.

## 2.8 General information

### 2.8.1 An open shortcut menu could not be closed

An open shortcut menu could not be closed, if there was a mouse click at another position. This bug mainly occurred with dialogs.

### 2.8.2 Scaling large objects

So far, it was not possible to scale objects which were larger than the mask. Now, JVS lets you scale objects of any size. The performance in scaling images on VG platforms has been optimized.

## 2.9 Editor

### 2.9.1 Groups were not displayed correctly in the Component Editor

When opening a group in the Component Editor, it was not positioned correctly in the upper left corner.

If a zoom factor > 1 was set in the Component Editor and the Component Editor was closed and reopened, an incorrect zoom factor was used. The objects to be edited were outside the visible area.