



JetViewSoft

Version Update from V. 5.0.0 to V. 5.1.0

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1 Introduction

Overview Version 5.1.0

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

Description	New	Enhanced	Fixed
Drag & drop under STX-VG from the project tree to the masks	✓	✓	
Menu entry Dynamics added to the menu bar		✓	
Enhancement of setting font styles in VisuCmdAttribute		✓	
Operating the standalone version of the runtime software for PC-based systems (e.g. JV-1015, JV-1022)	✓		
Integration of Jet32BatchCE.exe into the Setup of JVER version 4 and JVER version 5	✓		
Inserting images and SVGs (Scalable Vector Graphics) by drag & drop	✓	✓	
Expansions of the context menus for JetViewSoft		✓	
Reverse rendering of the visible area of a zoomed mask in Object Preview	✓	✓	
Optimizing the blue focusing frame when objects are displayed either during runtime or in the simulator		✓	
Up to now, the Properties pane could not be operated via keyboard throughout		✓	
Rotary encoder for vector graphic platforms	✓		
At inserting a Slider object, its orientation used to align automatically	✓	✓	
Unicode support for the S platform	✓	✓	
Vector graphic platform for JV-10xx displays, enabled by CE6	✓		
Integrating the VNC server into the setup of JVER, version 4 and JVER, version 5	✓		
Adjustment of the scroll wheel functions		✓	
New object "QR Code"		✓	
The dynamic feature Rotation lets you rotate containers (Groups).		✓	
Crash at processing an edit box by formatting within the vector graphic platform			✓
Crash at grid processing on the vector graphic platform			✓
Crash at terminating JetViewSoft after failure of the deployment			✓
Crash atProgram crash after reset of mask events			✓
" Add New " button of the "Select a Fill Style" dialog remained in its present position when there had been resizing			✓
A project was not saved, if a new project was being			✓
Alarm with AutoReset used to be entered into History List in the wrong sequence			✓
In case of an Edit object, the text was placed wrongly, if ColorChange dynamics had been defined (refers to STX only)			✓

Description	New	Enhanced	Fixed
Changing the Z order for the button and the XY graph via drag&drop in the workspace tree did not work (STX/STXVG)			✓
Changes made to content of a group in the component editor were			✓
Updating the template of the system resource did not take effect before uploading an existing project the second time			✓
If ArcWidth was too large, Arc was not drawn correctly			✓
ArcWidth smaller than 0 caused faulty rendering on all platforms			✓
Displaying the deactivated check box on the vector graphic platform was not correctfalse			✓
DropDownList of a combo box displayed texts with three dots			✓
At applying dynamics and formatting in an edit field, the formatting on the vector graphic platform got lost			✓
Double-click on an object causes the component editor to be opened in scrolled view			✓
At clearing masks, the disabled query dialog shortly opened			✓
XY graph with No Border was not rendered completely			✓
When bit masks were applied in the WriteVariable command, the compiler triggered an error message			✓
The layout of the Alarm Information dialog on the vector graphic platform was faulty			✓
A check box within a grid was not displayed correctly on a vector graphic platform			✓
The OnSwipe Event was not processed reliably on the vector graphics platform under Windows CE			✓
Labeling disappeared in the tree view, if the left margin was not visible			✓
Rectangles of a line width smaller than 2 points were not displayed correctly			✓
In the vector graphics platform, SVGs could not be directly inserted into the object pool.			✓
A combo box on an STX platform could not always be selected			✓
The default value of the tick length for a new arc with dynamic bar graph had value 0			✓
Dynamic scaling of a Text object caused faulty rendering			✓
On none of all platforms, the dialog for editing line points via context menu could not be opened any more			✓
Language settings were not saved			✓
Visualization of faulty or missing images and SVGs			✓
As a result, the bit filter returned integer instead of unsigned integer			✓
Faulty display after exiting copy and paste			✓
Missing external file belonging to a Workspace folder causes a crash			✓

1 Introduction

Description	New	Enhanced	Fixed
The focus of the user combo box of the vector graphic platform login dialog is not visible If there was a login dialog on a vector graphic platform, the focus rendered by the user combo box was not visible.			✓
The project property "FontSize" did not have any effect on UserManagement dialogs			✓
A zoomed mask still kept its zoomed position after page break instead of NoScaling being set in the vector graphic platform			✓
When moving graphic objects, they were displayed twice after carrying out copy and paste			✓
In the Grid object, changes made by Dynamic IO with check boxes were not transferred			✓
The size of image objects on a vector graphic platform could not be changed in the Properties pane			✓
Image scaling via VisuCmd to JV-10xx in the vector graphic platform rendered a black right margin			✓
Changes made to edit boxes caused the text to flip on the vector graphic platform			✓
Labels of the Extended Meter object were displayed too close to the center			✓
Line, Fill and Font attributes were not displayed in the component editor of the vector graphic platform			✓
Program crash at setting the Breite/Höhe einer Linie auf 0			✓
The ListIndex of a Listbox object was not synchronized			✓
The ListIndex of a combo box changed by VisuCmd did not update the ListIndex variable on the vector graphic platform			✓
At MeterEx, the sectors were not drawn precisely			✓
MeterEx did not permit changing the background mode			✓
Vector graphic platform: Faulty display with the vector graphic edit box and touch operation			✓
After shifting the vector graphic simulation window, operating by mouse was sometimes not possible any more			✓
If a mask had been closed and re-opened by pressing a button in InplaceEdit mode, the button was still in InplaceEdit mode.			✓
Faulty assignment of JVERIDs when creating resources			✓
An ObjectPointer object with referenced Alarm object could not be inserted into a mask			✓
The preview of the closed mask was not displayed on the vector graphic platform			✓
The object preview of text objects did not work properly on the vector graphic platform			✓
The numerical pad on the STX vector graphic platform did not behave the same way as the numerical pad on the STX platform			✓
Property names of Grid Cells have been corrected			✓

Description	New	Enhanced	Fixed
ReferencedObjectForMask at the vector graphic pointer is rendered at the wrong position			✓
Sectors at MeterEx on the vector graphic platform were invisible on a non-transparent background			✓
The selection frame was partially covered by the objects to be selected			✓
The selection dialog for variable is not permitted to create new variables for XY Graph objects			✓
Selection via selection frame (on all platforms) did not work correctly			✓
The selection frame outside the mask had not been drawn correctly			✓
In design mode, the Slider object reacts on scroll wheel events			✓
The vertically oriented Slider object is not presented correctly			✓
Events referring to the Slider object are faulty and incomplete			✓
The column width within the Alarm object / Alarm dialog could not be changed by the user			✓
The S platform does not hide the softkey mask area, if not softkey mask has been definedwas			✓
The objects Meter(Ex), Image, Checkbox did not permit size modification on masks			✓
Mobile HMIs (JVM-***) did not display any softkey masks at camera masking			✓
The STX edit box triggered two OnChange events. In the second event, the value is Int instead of Floatwas			✓
Groupings were shifted, if a child object was shifted to the negative range			✓
The context menu for the tabs in the workbook mode was displayed mistakenly			✓
The text of a vector graphic DropDown combo box should be left-alignedfix			✓
The arc of the STX MeterEx was partially trimmed			✓
Invalid value after deleting a min./max. variable value			✓
The User levels referring to the cells of a Grid object were faulty			✓
For some objects, the list of available events has been corrected			✓
Various properties of the vector graphic MeterEx could not be changed by VisuCmd			✓
Child elements of containers did not become visible in the vector graphic platform when changing to visible			✓
After deactivating the latest active alarm, the alarm dialog was not closed any more			✓
Vector graphic alarm dialog displayed the top alarm message in gray color			✓
The ComboBox object did not trigger an OnSelectionChange event			✓
During text entry, the ComboBox object triggered the OnChange event each time a key was hit			✓
Combo box/DropDownList without a dynamics feature did not display an entry			✓

1 Introduction

Description	New	Enhanced	Fixed
Child objects of a grouping comprising negative coordinates were not rendered correctly			✓
Partially, vector graphic dialogs were rendered too big			✓
The allocation of column and line heads in the Grid object was not correct			✓
Line objects which had been referenced by a pointer, respectively within a grouping, showed a wrong position			✓
In spite of issuing the command WriteVariable, multidimensional arrays of a TagDB file could not be written			✓
The ObjectPointer did not trigger an OnReferenceChanged event			✓
The Text object did not trigger a Change event at language selection			✓
Vector graphic: The user level must not be deleted while it is still being used			✓
The xy graph does not render the upper y limit			✓
The BorderStyle setting for the xy graph did not take any effect			✓
Value entry was not canceled by hitting the ESC key			✓
An xy graph of two-dimensional Float array does not render a graph			✓
In case of a Vector graphic project zooming did not work properly			✓
ZoomToPage stellte gescrollte Vektorgrafik-Maske nicht vollständig dar			✓
If the Changing the Z folders in the vector graphic container causes the object to be hidden in the component editor.			✓
Vector graphic: After pasting an object to a mask, the Z folder was faulty			✓
Vector graphic platform: If the ListBox was not wide enough, the texts were displayed by including three dots.			✓
Entering a deployment path without leading '\' resulted in a faulty path display			✓
The Slider object was not rendered correctly			✓
Mouse coordinates in the status line were not displayed correctly after moving an object			✓
Prepare button caused the DeviceManager to be exited without notification			✓
A combination of MouseDown event and MouseUp event on the following side triggered two events on the STX platform			✓

2 New features and enhancements

Introduction The present release includes new or enhanced features described below.

Drag & drop under STX-VG from the project tree to the masks

Design time: The missing feature of placing objects in masks by direct drag & drop from the
Operation project tree, has been added.

Menu entry Dynamics added to the menu bar

Design time: Formerly, dynamic features could only be implemented via toolbar or by inter-
Operation action with variables.

Enhancement of setting font styles in VisuCmdAttribute

Design/runtime: Command VisuCmdAttribute lets you now define the style settings of a font
object (e.g. bold, italic, ...). For individual styles, STX provides pre-defined
constants which can also be combined (by means of binary links):

```
FONT_STYLE_NORMAL  
FONT_STYLE_BOLD  
FONT_STYLE_STRIKEOUT  
FONT_STYLE_UNDERLINE  
FONT_STYLE_ITALIC
```

Operating the standalone version of the runtime software for PC-based systems (e.g. JV-1015, JV-1022)

Runtime: The software environment for PC-based systems has been enhanced to the
effect that the devices can be accessed by an R&D controller via JetViewSoft.
The devices can be operated the same way as devices based on Windows
CE.

Integration of Jet32BatchCE.exe into the Setup of JVER version 4 and JVER version 5

Runtime: To find this file on the devices, turn to folder ..\Flash\Jetter\Sys, respectively
..\app\sys.

Inserting images and SVGs (Scalable Vector Graphics) by drag & drop

Design time: Now, you can take images and SVGs from the Explorer and insert them into a
Operation mask by **drag & drop**.

Expansions of the context menus for JetViewSoft

Design time: The context menus for the masks and for the component editor have been
Operation enlarged and enhanced in analogy with the main menu as follows:

The following entries have been collected to become submenu **Structure**.

- Order
- Grouping

The following entries have been included into the context menu:

- Align
 - Nudge
 - Layout
 - Rotate
 - Dynamics
 - Drawing
-

Reverse rendering of the visible area of a zoomed mask in Object Preview

Design time: In Object Preview, the invisible area of a mask is now colored gray instead
Operation of the visible area. From now on, the visible area is rendered correctly.

Optimizing the blue focusing frame when objects are displayed either during runtime or in the simulator

Runtime: In the Button and Slider object with rounded corners, a rounded focusing
Operation frame is now drawn around the object.

Up to now, the Properties pane could not be operated via keyboard throughout

Design time: Operating the Properties pane has been revised. It can now be operated via
Operation keyboard completely (please refer to the Help).

Rotary encoder for vector graphic platforms

Runtime: The rotary encoder function is now available with no limitations on the vector
Operation graphics platform. The new Slider object can also be operated by the rotary
encoder.

At inserting a Slider object, its orientation used to align automatically

Design time: When a new Slider object was inserted into a mask, its orientation automati-
Operation cally aligned with the size of the expanded rectangle.

Unicode support for the S platform

Design/runtime: Up to now, texts for the S platform could not be processed as ANSI character
Operation code. From now on, option Compiler lets you apply Unicode strings. This
refers to the following objects:

- In/OutputString
- InputAttribute
- String variable

Vector graphic platform for JV-10xx displays, enabled by CE6

Runtime: The vector graphic platform is now available under Windows CE6 for JV -
Operation 10xx.

Integrating the VNC server into the setup of JVER, version 4 and JVER, version 5

Runtime: To find the path to the VNC server on the HMIs, please turn to the folder
Operation ..\Flash\VNC, resp. ..\app\vnc.

Adjustment of the scroll wheel functions

Design time: Zooming: **CTRL + scroll wheel**
Operation Vertical scrolling: **Scroll wheel**
Horizontal scrolling: **Shift + scroll wheel**

3 Fixed software bugs

New object “QR-Code”

Design time/runtime: The QR Code object lets you create a QR code on a mask using strings or string variables.

Rotating Groups

Design time/runtime: The dynamic feature Rotation lets you rotate containers (Groups).
Operation

3 Fixed software bugs

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

Crash at processing an edit box by formatting within the vector graphic platform

Runtime: If an edit box with DynIO and formatting was changed, there occurred a runtime crash.
Operation

Remedy/workaround -

Crash at grid processing on the vector graphic platform

Design time: Closing the component editor for the grid while the grid was still in user mode used to cause a crash.
Operation

Remedy/workaround -

Crash at terminating JetViewSoft after failure of the deployment

Design time: This error has been fixed.
Operation

Remedy/workaround -

Program crash after reset of mask events

Design time: If in a project mask events and the mask itself had been reset, closing the
Operation workspace or ending the program led to a crash.

Remedy/workaround -

"Add New" button of the "Select a Fill Style" dialog remained in its present position when there had been resizing

Design time: If, in the alarm configuration pane, a Fill Style or a macro had been selected,
Operation the **Add New** button did not move downward, but remained in its present position instead.

Further, scaled sizes and dialog positions are saved from now on, in order to open in the same size as the size at which they were closed.

If a new Fill Style or a new macro is created, the entry is selected immediately.

Remedy/workaround -

A project was not saved, if a new project was opened via Recent Workspace

Design time: If in a presently loaded workspace a project had been modified and a new
Operation workspace was loaded via Recent Workspace, these changes were not stored.

Remedy/workaround -

Alarm with AutoReset used to be entered into History List in the wrong sequence

Runtime: This refers to device equipped with iMX processors (JVM-507B)
Alarm Service

In case of quickly succeeding alarms, their sequence could not be rendered correctly (reason: the hardware does not specify milliseconds when rendering)

3 Fixed software bugs

times).

Remedy/workaround -

In case of an Edit object, the text was placed wrongly, if ColorChange dynamics had been defined (refers to STX only)

Runtime:
Presentation error If in an edit object ColorChange dynamics are defined, an incorrect font is applied at calculating the text boundaries. This caused the text to be placed too far to the left.

Remedy/workaround -

Changing the Z order for the button and the XY graph via drag&drop in the workspace tree did not work (STX/STXVG)

Design time:
Operation The Z order for the two objects named above can now again be modified in the workspace tree by drag&drop.

Remedy/workaround -

Changes made to content of a group in the component editor were

Design time:
Operation If a grouping had been uploaded to the component editor to be processed, and if after that the mask was re-activated, the changes made to the editor were not visible immediately.

Remedy/workaround -

Updating the template of the system resource did not take effect before uploading an existing project the second time

Design time:
Resource management After updating the project-related system resource by the template, the project-related system resource is reloaded.

Remedy/workaround -

If ArcWidth was too large, Arc was not drawn correctly

**Design/runtime:
Presentation error** At design and run time, the Arc object was not drawn correctly, if ArcWidth had been designed greater than the width or height. Now, at a too large ArcWidth, a shape similar to an ellipse of the ClosedSegment type is displayed.

Remedy/workaround -

ArcWidth smaller than 0 caused faulty rendering on all platforms

**Design/runtime:
Presentation error** If, in the Properties pane for ArcWidth a negative value had been entered, drawing the arc was not displayed correctly.

Remedy/workaround -

Displaying the deactivated check box on the vector graphic platform was not correct

**Design/runtime:
Presentation error** The check box was displayed as it is usual in Windows.

Remedy/workaround -

DropDownList of a combo box displayed texts with three dots

**Design/runtime:
Presentation error** The picklist of a combo box displayed texts with three dots, if these texts did not fit into the picklist. This error occurred in the Combo box object and in combo boxes of the Grid object.

Remedy/workaround -

At applying dynamics and formatting in an edit field, the formatting on the vector graphic platform got lost

Design time: This error has been fixed.
Operation

Remedy/workaround -

Double-click on an object causes the component editor to be opened in scrolled view

Design time: In an object had been uploaded to the component editor for editing, it was
Operation always displayed in scrolled view. This only occurred with a zoomed component editor.

Remedy/workaround -

At clearing masks, the disabled query dialog shortly opened

Design time: If the query had been deactivated before clearing a mask, the dialog still
Operation occurred shortly to automatically close again.

Remedy/workaround -

XY graph with No Border was not rendered completely

Design/runtime: The XY graph lacked one pixel both on the bottom and to the right, if the graph
Presentation error had been defined with No Border.

Remedy/workaround -

When bit masks were applied in the WriteVariable command, the compiler triggered an error message

Design time: If bit masks were used for a WriteVariable command, the compiler wrongly
Compiler triggered an error message.

Remedy/workaround -

The layout of the Alarm Information dialog on the vector graphic platform was faulty

Runtime:
Alarm Service The layout has been revised.

Remedy/workaround -

A check box within a grid was not displayed correctly on a vector graphic platform

Runtime:
Presentation error A check box within a grid object was rendered on the displays **3D raised** instead of **flat**.

Remedy/workaround -

The OnSwipe Event was not processed reliably on the vector graphics platform under Windows CE

Runtime:
Operation Processing an OnSwipe event was stabilized and is more reliable now.

Remedy/workaround -

Labeling disappeared in the tree view, if the left margin was not visible

Design time:
Presentation error Text belonging to lines and columns disappeared, if the left margin was not visible any more. This came into effect, when a tree view was scrolled to the right.

Troubleshooting in the workspace tree, docking window for alarm and message output

Remedy/workaround -

Rectangles of a line width smaller than 2 points were not displayed correctly

**Design time:
Presentation error** Rectangles of a frame size smaller than 2 points, were not rendered correctly after zooming during design time. The fill was applied 1 pixel too far to the right and downward.

Remedy/workaround -

In the vector graphics platform, SVGs could not be directly inserted into the object pool.

**Design time:
Operation** SVGs can now be directly inserted into the object pool via context menu.

Remedy/workaround -

The STX combo box did not always accept a selection

**Runtime:
Operation** If in a STX combo box of the type DropDown text was entered into the edit box and this text was not part of the associated DropDownList, then ListIndex -1 was returned. As a result, the combo box, if it contained a DynIO for the ListIndex and a DynIO for the text, did no longer allow the user to select an item from the DropDownList of the combo box.

Remedy/workaround -

The default value of the tick length for a new arc with dynamic bar graph had value 0

**Design time:
Operation** In the templates for the following platforms, the value was set to 3:

- ER-STX (CE)
 - ER-STX (PC)
 - ER-STX (S)
 - ER-STX-VG (CE)
 - ER-STX-VG (PC)
-

Remedy/workaround -

Dynamic scaling of a Text object caused faulty rendering

Runtime:
Presentation error If a Text object was configured to have a greater line width and dynamic scaling, remains of the frame could be seen at zooming out.

Remedy/workaround -

On none of all platforms, the dialog for editing line points via context menu could not be opened any more

Design time:
Operation This error has been fixed.

Remedy/workaround -

Language settings were not saved

Design time:
Operation The changes made were not saved. They were rather reset after reloading. All languages used to be selected for being deployed.

Remedy/workaround -

Visualization of faulty or missing images and SVGs

Design time:
Presentation error Faulty or missing SVGs are now rendered both in the design tool and during runtime in the same way. A rectangle including the two diagonals having got the size of the graphic are displayed. In the center of the rectangle, three red exclamation marks are displayed.

Remedy/workaround -

As a result, the bit filter returned integer instead of unsigned integer

Runtime:
Operation If the bit filter filters a certain area of a variable, the result returned is always an unsigned integer.

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Example: 100010 through bit filter 2-5 always returns 8 as a result.

Remedy/workaround

-

Faulty display after exiting copy and paste

Design time:

Presentation error

If an object was to be entered into a mask by copy and paste, the dashed outline of the object remained visible after exiting the Copy Settings dialog.

Remedy/workaround

-

Missing external file belonging to a Workspace folder causes a crash

Design time:

Operation

If files are not at their location any more, an icon is now displayed which indicates there is a file missing. There will be no more program crash.

Remedy/workaround

-

The focus of the user combo box of the vector graphic platform login dialog is not visible

Runtime:

Presentation error

It was not obvious, whether a combo box had been focused to a dialog.

Now, all focused objects have been highlighted by a blue frame.

Remedy/workaround

-

The project property "Fontsize" did not have any effect on UserManagement dialogs

Runtime:

Presentation error

If in the project properties of a vector graphic project the text display size had been changed, this did not take any effect during runtime. Now, based on the text display size, the size of the UserManagement dialogs is adjusted automatically.

Remedy/workaround

-

A zoomed mask still kept its zoomed position after page break instead of NoScaling being set in the vector graphic platforms

**Runtime:
Presentation error** If in a project with NoScaling settings a mask within the AspectRatioModeForScaling property is zoomed followed by a page break, the state after zooming remains even after leaving and returning to the page. What is expected, though, is the original size.

Remedy/workaround -

When moving graphic objects, they were displayed twice after carrying out copy and paste

**Design time:
Presentation error** Copied or newly pasted objects were displayed both at their old and new position after moving. After any further moving, the display was correct.

Remedy/workaround -

In the Grid object, changes made by Dynamic IO with check boxes were not transferred

**Runtime:
Operation** In the Grid object, no values were transferred to the controller, if a check box cell had been configured to an RL variable by means of a Dynamic IO, and if a bit mask had been used for this.

Remedy/workaround -

The size of image objects on a vector graphic platform could not be changed in the Properties pane

**Design time:
Operation** Changes to the image size can now be made in the Properties pane again.

Remedy/workaround -

Image scaling via VisuCmd to JV-10xx in the vector graphic platform rendered a black right margin

Runtime: Presentation error If an image had been scaled by VisuCmd, there was a vertical black line of one pixel's width on the right margin. This error only occurred on a JV-10xx

Remedy/workaround -

Changes made to edit boxes caused the text to flip on the vector graphic platform

Runtime: Presentation error At each change made to a vector graphic edit box, the text flipped up and down, when a big font size was used.

Remedy/workaround -

Labels of the Extended Meter object were displayed too close to the center

Runtime: Presentation error The representation has been adjusted.

Remedy/workaround -

Line, Fill and Font attributes were not displayed in the component editor of the vector graphic platform

**Design time:
Presentation error** On the vector graphic platform, Line, Fill and Font attributes were only displayed in the Properties pane. The component editor displayed a blank pane.

Remedy/workaround -

Setting the width/height of a line to 0 caused a crash

**Design time:
Operating and presentation error** Setting the width, respectively height, of a diagonal line in the Properties pane to 0 caused display errors and, after some further procedures, a program crash.

Remedy/workaround -

The ListIndex of a Listbox object was not synchronized

**Runtime:
Presentation error** If an IO dynamic was assigned to the ListIndex property of a listbox, and if then the ListIndex was changed by CallSTXFunction, this change was not synchronized with the related variable.

Remedy/workaround -

The ListIndex of a combo box changed by VisuCmd did not update the ListIndex variable on the vector graphic platform

**Runtime:
Presentation error** The following behavior has been corrected:
Two combo boxes used to be configured by ListIndex to the same variable. By VisuCmd, the ListIndex of one of the combo boxes has been changed.
Result: The second combo box has not been updated.

Remedy/workaround -

At MeterEx, the sectors were not drawn precisely

Runtime:
Presentation error In a MeterEx object, the beginning of a sector was not drawn completely.

Remedy/workaround -

MeterEx did not permit changing the background mode

Design/runtime:
Presentation error Switching between "Transparent" and "Opaque" is possible again.

Remedy/workaround -

Vector graphic platform: Faulty display with the vector graphic edit box and touch operation

Runtime:
Presentation error Touch operation on a small edit box could cause the contained text to be shifted upwards and/or downwards. By chance, even the horizontal alignment could be reset to left instead of to center or right.

Remedy/workaround -

After shifting the vector graphic simulation window, operating by mouse was sometimes not possible any more

Simulation:
Operation This error has been corrected.

Remedy/workaround -

If a mask had been closed and re-opened by pressing a button in InplaceEdit mode, the button was still in InplaceEdit mode.

Design time:
Operation The InplaceEdit mode was not exited, although the mask had been closed.

Remedy/workaround -

Faulty assignment of JVERIDs when creating resources

Design time: The following error has been corrected:
Resource management

Creating TEXT1 and renaming TEXT1 ==> JVERID = 1
Creating TEXT2 ==> JVERID = -1
Creating TEXT2 ==> JVERID = -1
...

Remedy/workaround -

An ObjectPointer object with referenced Alarm object could not be inserted into a mask

Design time: If an ObjectPointer referencing to an Alarm object had been copied to the clipboard, this ObjectPointer could not be pasted to a mask by means of the context menu or the keyboard (CTRL+V).
Operating, alarm service

Remedy/workaround -

The preview of the closed mask was not displayed on the vector graphic platform

Design time: The preview of vector graphic mask not yet opened did not work. Now, vector graphic masks which have not been opened yet can also be presented in the preview.
Presentation error, operation

Remedy/workaround -

The object preview of text objects did not work properly on the vector graphic platform

Design time: In the preview, only about the upper quarter of the text rectangle was presented.
Presentation error, operation

Remedy/workaround -

The numerical pad on the STX vector graphic platform did not behave the same way as the numerical pad on the STX platform

**Runtime:
Operation** The behavior at a change of sign has been adjusted so that it is identical with the STX platform.

Remedy/workaround -

Property names of Grid Cells have been corrected

**Design time:
Operation** In the Grid Cells category, the following labellings have been corrected:
ReadOnly was renamed to Read Only

When the cell type == "3 DropDownList" had been set, the property ListIndex was renamed to List Index

Remedy/workaround -

ReferencedObjectForMask at the vector graphic pointer is rendered at the wrong position

**Design/runtime:
Presentation error** If a pointer with ReferencedObjetForMask was assigned an object and the object was turned, the object was rendered at the wrong position. This error also occurred during the STX and vector graphic runtime.

Remedy/workaround -

Sectors at MeterEx on the vector graphic platform were invisible on a non-transparent background

**Design/runtime:
Presentation error** The presentation has been corrected in the Designer and in runtime.

Remedy/workaround -

The selection frame was partially covered by the objects to be selected

Design time:	This behavior was caused by adding a new object to an existing mask.
Presentation error, operation	
Remedy/workaround	-

The selection dialog for variable is not permitted to create new variables for XY Graph objects

Design time:	In the configuration dialog of the XY Graph object, a new variable could be manually created by error while selecting a variable for a new graph. If this variable was then used, an error message was issued when transferring the data. As the new variable was incompatible, it could not be assigned The Add New... button is now hidden depending on the context.
Operation	
Remedy/workaround	-

Selection via selection frame (on all platforms) did not work correctly

Design time:	Only objects with their upper left corner being within the selection frame were selected.
Operation	
Remedy/workaround	-

The selection frame outside the mask had not been drawn correctly

Design time:	If the user tried to select an object which was outside the mask by means of the selection frame, this selection frame was not rendered correctly.
Presentation error	
Remedy/workaround	-

In design mode, the Slider object reacts on scroll wheel events

Design time:	If in a mask the scroll wheel was operated over a Slider object, the Gripper showing the present value of the slider, was shifted.
Operation	

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Remedy/workaround -

The vertically oriented Slider object is not presented correctly

**Design/runtime:
Presentation error** A vertically oriented Slider object did not present the labelling correctly.

Remedy/workaround -

Events referring to the Slider object are faulty and incomplete

**Design/runtime:
Operation** Within the Slider object, the events OnButtonDown and OnButtonUp have been replaced by the events OnMouseDown and OnMouseUp. Further, the object has been completed by the events OnSetFocus and OnKillFocus.

Remedy/workaround -

The column width within the Alarm object / Alarm dialog could not be changed by the user

**Runtime:
Operation** If the user had change the width of a column in the Alarm object / Alarm dialog, the width was reset to its default value at the next data update.

Remedy/workaround -

The S platform does not hide the softkey mask area, if not softkey mask has been defined

**Runtime:
Presentation error** When softkey masks were used within a project of the S platform, the softkey mask area was not hidden, if a data mask had not referenced a softkey mask. This meant that the data mask did not cover the screen.

Remedy/workaround -

The objects Meter(Ex), Image, Checkbox did not permit size modification on masks

**Design time:
Operation** This behavior has been corrected, so now it is possible again to modify the size of these objects by dragging the mouse.

Remedy/workaround -

Mobile HMIs (JVM-***) did not display any softkey masks at camera masking

**Runtime:
Presentation error** If on a mobile HMI (JVM-***) softkey mask were applied together with camera masking, the area of the softkey masks became invisible.

Remedy/workaround -

The STX edit box triggered two OnChange events. In the second event, the value is Int instead of Float

**Runtime:
Event handling** If an edit box had been connected to a local variable by a DynIO, changes made to the edit box triggered two OnChange events.

Remedy/workaround -

Groupings were shifted, if a child object was shifted to the negative range

**Design/runtime:
Presentation error** If in the component editor a group had been opened and one of its child objects had been moved to the negative range, faulty presentation of the group in the mask was caused.

Remedy/workaround -

The context menu for the tabs in the workbook mode was displayed mistakenly

Runtime: Switching between activated and deactivated workbook mode caused, in deactivated state, the related context menus to be displayed at the same position where the tabs used to be.

Remedy/workaround -

The text of a vector graphic DropDown combo box should be left-aligned

Runtime: A combo box of the DropDown type used to display long texts right-aligned.
Presentation error Now they are left-aligned. This takes effect, when the ListIndex of the display text is changed.

Remedy/workaround -

The arc of the STX MeterEx was partially trimmed

Design/runtime: Defining a line attribute of a certain width for an STX MeterEx object could
Presentation error cause the arc of the object to be partially trimmed.

Remedy/workaround -

Invalid value after deleting a min./max. variable value

Design time: After deleting a value, the corresponding area remained void.
Operation

Remedy/workaround -

User levels referring to the cells of a Grid object were faulty

Runtime: If a user level had been configured for a cell, this did not take effect during
Operation runtime. The cell could be edited without any login as well. This error only occurred on the STX-VG platform.

Remedy/workaround

-

For some objects, the list of available events has been corrected

**Design/runtime:
Event handling**

In the Alarm object, the events OnMouseEnter and OnMouseLeave were missing for the platforms STX and STX-VG.

On the STX-VG platform, the events OnMouseEnter and OnMouseLeave were missing for the objects SoftKey, Video, XY-Graph, Meter, MeterEx and Arc. On the same platform, the events OnButtonDown/Up were replaced by OnMouseDown/Up for the objects Meter, MeterEx and Arc.

Remedy/workaround

-

Various properties of the vector graphic MeterEx could not be changed by VisuCmd

**Runtime:
Operation**

The attributes CircleColor, CircleDiameterTickColor, ArcAndTickColor, Needle-BEGINPos and BorderColor could not be changed by VisuCmdAttribute in the MeterEx object.

Remedy/workaround

-

Child elements of containers did not become visible in the vector graphic platform when changing to visible

**Runtime:
Presentation error**

Changing from the invisible to visible in containers, their child objects were not displayed.

Remedy/workaround

-

After deactivating the latest active alarm, the alarm dialog was not closed any more

**Runtime:
Presentation error, operation**

The alarm dialog (with state list) is displayed automatically, when an active alarm occurs. When all alarms are deactivated again, that is, if the state list is void, the dialog should be closed again automatically. Instead, the alarm dialog remained open in spite of the state list being void.

Remedy/workaround

-

Vector graphic alarm dialog displayed the top alarm message in gray color

**Runtime:
Presentation error**

In the table, the top alarm message was always selected. If the table was not active, or if the table had lost the focus, the selected alarm message was highlighted in gray color. For highlighting selected alarm messages, the background color set for the respective alarm message is applied, if the table loses its focus.

Remedy/workaround

-

The ComboBox object did not trigger an OnSelectionChange event

**Runtime:
Event handling**

In projects (vector graphic platform), in which the "JVER/Dynamic IO/Enable Events during OnLoad" property had not been set, the combo box/droplist did occasionally not trigger the event OnSelectionChange.

Remedy/workaround

-

During text entry, the ComboBox object triggered the OnChange event each time a key was hit

**Runtime:
Event handling**

If a text was entered into a combo box of the DropDown type (platform JVER-STX-VG), the OnChange event was triggered each time a key was hit. As of now, the OnChange event is not triggered before value transfer.

Remedy/workaround

-

Combo box/DropDownList without a dynamics feature did not display an entry

**Runtime:
Presentation error**

If no IO dynamics had been configured, no entry was displayed in the combo box, respectively DropDownList. As of now, the first entry of the picklist is displayed.

Remedy/workaround

-

Child objects of a grouping comprising negative coordinates were not rendered correctly

**Design/runtime:
Presentation error** If child objects being part of a group were completely removed from the group to the left or upwards, the group itself moved as a whole. Further, the position of child objects having got negative coordinates was not displayed correctly in the Properties pane. Changing the negative coordinates in this case led to faulty rendering.

Remedy/workaround -

Partially, vector graphic dialogs were rendered too big

**Runtime:
Presentation error** If a project for a display of low resolution was designed and then rendered on an HMI of higher resolution, dialogs were likely to exceed the visible margin. Partially, these dialogs could neither be edited nor closed any more.

Remedy/workaround -

The allocation of column and line heads in the Grid object was not correct

**Design time:
Presentation error** In the Grid object of the STX vector graphic platform, the allocation of column and line heads was not correct

If, in the Properties pane, the line head had been hidden, the column heads were not displayed in the Grid object on the mask and vice versa.

Remedy/workaround -

Line objects which had been referenced by a pointer, respectively within a grouping, showed a wrong position

**Design time:
Presentation error** Placing a line/polyline on a mask and additionally referencing it by a pointer or a grouping caused the display position after point displacement (vertex feature) not to be correct any more. This error only occurred in the vector graphic STX platform.

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Remedy/workaround -

In spite of issuing the command WriteVariable, multidimensional arrays of a TagDB file could not be written

**Runtime:
Operation** If in a macro the command WriteVariable was applied to a correctly defined multidimensional array of a TagDB file, the compiler reported an error, while the value was not transferred during runtime.

Remedy/workaround -

The ObjectPointer did not trigger an OnReferenceChanged event

**Runtime:
Event handling** In spite of the reference of an ObjectPointer being changed by an STX command, the corresponding OnReferenceChanged event was not triggered.

Remedy/workaround -

The Text object did not trigger a Change event at language selection

**Runtime:
Event handling** In spite of assigning an OnChange event to a text object, this event was not triggered at language selection.

Remedy/workaround -

Vector graphic: The user level must not be deleted while it is still being used

**Design/runtime:
Operation** Although a user level was being used by several users, it was possible to delete it.

Remedy/workaround -

The xy graph does not render the upper y limit

**Runtime:
Presentation error** Lines exceeding the upper, respectively lower limits were hidden too early; this means that a curve was not drawn completely. The drawing area has been expanded now, so that curves can exceed the upper and lower limit up to half the width of the object margin.

Remedy/workaround -

The BorderStyle setting for the xy graph did not take any effect

**Runtime:
Presentation error** On the STX-VG platform, the configuration of the BorderStyle property did not take any effect on the xy graph during runtime. The xy graph was always displayed in flat style.

Remedy/workaround -

Value entry was not canceled by hitting the ESC key

**Runtime:
Operation** In spite of hitting the ESC key during object change by means of the rotary encoder, value entry was not canceled. As of now, the change mode is canceled and the former value valid again.

Remedy/workaround -

An xy graph of two-dimensional Float array does not render a graph

**Runtime:
Presentation error** In spite of assigning a two-dimensional array (type: float, localization: %VL) to an xy graph, this graph was not rendered during runtime.

Remedy/workaround -

Vector graphic project zooming did not work properly

**Runtime:
Presentation error** A project which has been dimensioned for another resolution than the display resolution and which has got "KeepAspectRatio" settings is scaled relative to the display size. Zooming by gesture could be blocked in this case. This

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meant that only scrolling remained as a means of zooming.

Remedy/workaround

-

ZoomToPage did not completely render the scrolled vector graphic mask

Design time:
Presentation error

At ZoomToPage, the mask was not scrolled into the visible area, neither did the zooming ratio correspond completely to the available space.

Remedy/workaround

-

Changing the Z folders in the vector graphic container causes the object to be hidden in the component editor

Design time:
Presentation error,
operation

If in the component editor the Z folders of an object had been changed, the object was not displayed any more.

Remedy/workaround

-

Vector graphic: After pasting an object to a mask, the Z folder was faulty

Design time:

When a rectangle was drawn over and edit box, the rectangle was pushed to the background. In case of vector graphic platforms, this is not correct, as this only applies to the other platforms. In the other platforms of an edit box, it is a pinned object which is always on top.

Operation

Other pinned objects are Grid, Alarm, ListBox and combo box.

Exception:

In vector graphic platforms, a video object could cover all other objects. On the other platforms, objects could cover the video image.

Remedy/workaround

-

Vector graphic platform: If the ListBox was not wide enough, the texts were displayed by including three dots.

Runtime:
Presentation error A ListBox trimmed the texts at the margin instead of displaying three dots. This grants better readability.

Remedy/workaround -

Entering a deployment path without leading '\' resulted in a faulty path display

Design time:
Operation Entering a new path for FTP or CAN deployment into the project properties with the leading '\' missing , the default path with an additional '\' was displayed again after the editing procedure.

Remedy/workaround -

The Slider object was not rendered correctly

Design time:
Presentation error The frame line of the Slider object was not rendered completely. This showed the more the greater a line width was being used.

Remedy/workaround -

Mouse coordinates in the status line were not displayed correctly after moving an object

Design time:
Presentation error Moving an object on a mask or in the component editor caused the x/y coordinate of the status line not to be displayed correctly. The same applied to the color values of a VG project.

Remedy/workaround -

Prepare button caused the DeviceManager to be exited without notification

Design time:
Operation The button **Prepare image configurator tool** in the DeviceManager exited the application without notification.

Remedy/workaround -

A combination of MouseDown event and MouseUp event on the following side triggered two events on the STX platform

**Design time:
Event handling**

Positioning navigation by click events on two masks via mouse event could cause the mouse event to be triggered on the target mask. This occurred, if on the initial mask there was a reaction on MouseDown and on the following side on MouseUp (or click) and the two object in question were placed at similar positions.

Remedy/workaround

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