



## ISO-Designer

Version update from v. 5.6.1 to v. 5.6.2

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Jetter AG  
Graeterstrasse 2  
71642 Ludwigsburg  
Germany

**Phone:**

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

**E-mail:**

Hotline	hotline@jetter
Sales	vertrieb@jetter

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# 1 Fixed Software Bugs

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

## 1.1 General

### 1.1.1 ISO project in demo mode error message at >100 objects

When checking for the maximum number of possible objects in demo mode, proxy objects were also counted. However, these auxiliary objects are not part of the object pool.

### 1.1.2 Wrong size values compiled

Internally the values for position and size of an object are stored in floating point values. This resulted in rounding errors during compilation.

### 1.1.3 Size and position in workspace as float value

The size and position of objects were displayed in the workspace as float values.

### 1.1.4 IOP import caused problems with containers with negative child position

Containers were imported displaced if referenced objects had negative y-position.

## 1.2 Objects

### 1.2.1 Multiline for OutputString object

Regardless of the platform (ISO or not), an OutputText object is now always displayed multiline.

### 1.2.2 Compilation of the GraphicData object

The attribute format of the GraphicData object was written with 4 bytes in the IOP file and with 2 bytes in the c-file.

### 1.2.3 Wrong values during the build of AuxFunction

Wrong values were written into the IOP file during the build of AuxFunction.

### 1.2.4 Object ID was missing in error message for image file

In the error message Error loading image, the object ID was missing in addition to the path to the missing image. The error message now has the following content:

**ObjectID xxxx: Invalid file / Error Loading image <path>.**

### 1.2.5 ISO font with ProportionalFontRendering had wrong font size

With a screen resolution greater than 100%, the fonts were displayed incorrectly and were also saved incorrectly.

### 1.2.6 OutputString/Number and InputString/Number wrong Justification

When compiling the ISO project, the justification (horizontal and vertical) was written incorrectly into the ISO data set.

### 1.2.7 Values of the GraphicsContext object were wrong on build

The following values were written down incorrectly during the build:

- Viewport Width/Height-> The canvas values were used in the c-file.
- ViewportZoom-> At selection 32 a 33.000000 was written into the c-file, import set wrong value
- GraphicsCursor X/Y-> must not be made to Word in c-file, Pconvert showed wrong values
- Options Bit0 and 1-> Pconvert always showed true, import ok.