

# Version update

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ISO-Designer version update V.5.6.2 to 5.7.0

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**Bucher Automation AG**

Thomas-Alva-Edison-Ring 10  
71672 Marbach/Neckar, Germany  
T +49 7141 2550-0  
info@bucherautomation.com

Technical support  
T +49 7141 2550-444  
support@bucherautomation.com

Sales  
T +49 7141 2550-663  
sales@bucherautomation.com

[www.bucherautomation.com](http://www.bucherautomation.com)

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# 1 New features

## 1.1 General

### 1.1.1 Change to a library

If you make changes to a library, e.g. across several workstations, the program recognizes this and opens a dialog. In this dialog, you select whether you want to reload the library or not.

### 1.1.2 Name of objects in the library

The names of the objects in the library are now displayed in multiple lines for better readability.

#### **Selecting individual elements of a group**

If you want to select and edit elements in a group, you can do this as follows:

1. Dissolve group
2. Edit individual elements
3. Restore group (Restore group). The program remembers the original group composition and restores it.

### 1.1.3 Update to current DevExpress version

ISO-Designer has been updated to the current DevExpress version. As a result, some dialogs have changed slightly.

### 1.1.4 1.1.4 Project setting for evaluating the first byte in the object pool

There is a new project setting for evaluating the first byte of the object pool in connection with communication via CAN. The option can be found in the project settings in the compiler settings.

## 1.2 IOP file

### 1.2.1 Reassignment of object IDs when importing an .iop file

When importing an IOP file, you can select whether the object IDs are to be reassigned according to the specifications in Project/Properties/Object Templates. IOP-Datei

## 1.3 Objekte

### 1.3.1 State of the StateButton object

New property for reading the status of a state button object via STX dot notation.

### 1.3.2 Restrict string for input and output string object

The properties of input and output string objects have been improved by the checkbox labeled Set Length as Maximum. At design time, only texts with a number of characters less than or equal to the value defined for the Length property can be entered. This prevents text from being cut off when output to the display.

### **1.3.3 New Reload Image function**

The new Reload Image command has been added to the context menu of the Picture Graphic object. This allows you to update the image file if it has been replaced.

### **1.3.4 Dialog window for creating a new mask optimized**

The arrangement of the fields in the dialog for creating a new mask has been optimized.

#### **Checking object names**

The object name is used as a variable in an STX program. As the variables are case sensitive in STX, the check of the object name and the check for duplicate names are also case sensitive.

### **1.3.5 Checking object names**

The object name is used as a variable in an STX program. As the variables are case sensitive in STX, the check of the object name and the check for duplicate names are also case sensitive.

## 2 Fixed Software Bugs

### 2.1 General

#### 2.1.1 Object position in workspace not updated

If a group was loaded in the component editor and the positions of the child objects were changed in the property window, the workspace tree was not always updated.

#### 2.1.2 Incorrect values when building the AuxFunction object

When building an AuxFunction object, incorrect values were written to the IOP file.

#### 2.1.3 FindObject dialog was not displayed completely

In the FindObject dialog, some elements (buttons) were no longer visible when the screen was scaled larger than 100%.

#### 2.1.4 ISO-Designer crashed if language was not available

ISO-Designer crashed if a language was not present in the resource file.

#### 2.1.5 Build via command line not possible

It was not possible to build an ISO-Designer project via the command line. Now an ISO project can be created via the command line as follows:

Call from the command line: ISODesigner.exe -compile c:\Users\....\Projectname.jvp  
Errors and warnings are written to the BuildResults.xml file in the obj subdirectory.

#### 2.1.6 Prompt Before Building" dialog

The dialog had the wrong text.

#### 2.1.7 BargraphColor was not changed

For all bar graphs (Arc, Ellipse, Polygon, Rectangle) the BargraphColor could not be changed with VisuCmd and dot notation. The BargraphBackColor can now be changed. Changing the BargraphColor also works with DynColorchange with TargetProperty FillColor.

#### 2.1.8 No warning for empty macro object when compiling

If an empty macro was assigned to an event, no warning was displayed by the compiler during compilation.

#### 2.1.9 Incorrect value for viewport zoom

During compilation, invalid values were generated for the graphic context object for the viewport zoom property.

#### 2.1.10 CSV import first and last character

During CSV import, the quotation mark (") was deleted at the beginning and end of a text line.

## 2.2 Objects

### 2.2.1 VG TextInput dialog changed display when password was entered

In the TextInput dialog without selected password input, the TextInput dialog is always opened with small letters. As the numbers are also displayed with the small letters, the dialog should also always be opened with the small letters when entering the password.

### 2.2.2 Narrow high VG buttons had incorrect shadows

Narrow high buttons had incorrect shadows on the VG platforms when 3D-Style Classic was set.

### 2.2.3 Property AutoAdjustTextarea was set for the button

The AutoAdjustTextarea property was set by default for the button object. This meant that the button text was automatically adjusted when the size was changed.

### 2.2.4 Button in VT-Level 3 had property TransparentBackground

The property Transparent Background was displayed in the PropertyGrid in VT-Level 3. However, this property may only be displayed from VT level 4.

### 2.2.5 Comma error in the C-file for the ScaledGraphic object

In the c-file, no comma was set at the end of a line in the ScaledGraphic object.

### 2.2.6 ScaledGraphic object could not be inserted into all objects

The ScaledGraphic object could not be inserted into all objects defined in the standard.

### 2.2.7 Deleting a referenced softkey mask

After deleting a softkey mask, data masks retained the references to this softkey mask.

### 2.2.8 Property Checked for Non-Latchable Button

Compiler wrote set check property for button into IOP file even if latchable was not set.

### 2.2.9 ObjectPointer selection was missing for WindowMask

For the mask type WindowMask no ObjectPointer was offered for selection for name, title, icon etc.

### 2.2.10 Error with containers in a container after importing an IOP file

If a build was executed after importing an IOP file without editing the project, the positions of child objects of a container in a container were incorrect.

### 2.2.11 Inserting an object pointer on a zoomed mask

If a SoftKey mask was zoomed, then no object pointer could be added to the mask.

### 2.2.12 WindowMask type 1-18 Width and Height

The WindowMask was processed incorrectly by the ISO compiler.



### **2.2.13 WindowMask type 0**

WindowMask type 0 ignored NameObject as child object on mask.

### **2.2.14 Characters in InputAttributes object were ignored during build**

The validation string was ignored in the InputAttributes object. The string was not written to the c-file nor to the iop file.

### **2.2.15 ISO-Designer set wrong font type for VT-Level 3**

Individual characters were used for an ISO font that is not permitted for VT level 3.

### **2.2.16 Inserting an ISO object from an imported library led to a crash**

If objects with variables from the library were inserted, the ISO-Designer crashed.

### **2.2.17 Changing the width of a PictureGraphic object**

Changing the width of a PictureGraphic object changed the image size in the IOP file.

### **2.2.18 Property "SetLenghtAsMaximumLength" for input/output string object**

In the case of the Input/OutputString object with the **SetLengthAsMaximumLength** property set, a text that was too short was not filled with blanks to the set length during compile.