

Release Notes

Product:	Guiliani Streaming Editor (GSE)
Release version:	2.2
Release date:	August 10, 2018

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1. Overview

TES Electronic Solutions GmbH presents the new release of the Guiliani Streaming Editor (GSE) version 2.1.

Note: the GSE version 1.0 has been re-versioned to 2.0 to adapt GSE version to Guiliani's version.

2. Version history

- e: enhancement/feature
- b: bugfix
- a: API change

Version 2.2

- e: New look and feel
- e: Rework dialogs
- b: keep scrolling position in hierarchy-view
- e: updated EditorDemo to Guiliani 2.2-Workspace
- e: updated images in GSE User Manual
- e: swapped inputfield and label in settings-dialog
- e: removed homebrew messageboxes from file-dialogs
- b: do not show tooltips for objects not in the current displayed modal dialog
- e: added shortcuts: insert to add resource, delete to remove resource
- e: show export-statistics at end of export/run
- b: always scroll to correct object in Manage-dialogs
- e: Export-Formats for images (RLE/RAW)
- e: DoubleClick on item in ListBox opens change-dialog for Resources
- b: removed jumping of AttributeView when adding or removing elements, save and restore collapse-state of sub-trees in AttributeView
- e: Added Search object Dialog in Object ID selection
- e: No temporary files generated for controls
- b: no invalid DoDragEnd when just clicking on partly visible container in HierarchyView
- e: display icon of control while dragging to workspace
- e: display highlighting where object would be dropped
- e: moved toolbar below workspace to new window, renamed folders, new icons for Toolbar
- e: completed color-selection-dialog
- e: streamlined main-windows
- e: new dialog-handling
- e: rework menu-classes
- b: when inserting controls via click, always pick selected container as parent if any
- b: no drop on self in hierarchyview

- e: create controls via Drag&Drop from control-catalog
- e: new CreateControlBehaviour for creation of controls via Drag&Drop
- e: added color-selection-dialog
- b: removed jpgdlib
- e: no hard-coded filetypes for images, use GUIImageLoader

Version 2.1

- b: General resources can have duplicate files.
- e: New setting to prevent duplicates on "Export" or "Run Simulation".
- e: Generate md5-sums of file-content and replace filename with previously registered filename.
- e: Added message box after loading project, when it was converted.
- e: Always resize working-area to size of dialog
- b: Menus have the correct width when starting or switching language
- b: Fixed infinite loop when selecting dialog after renaming another one.
- e: Additional information within ToolTip.
- a, e: Several Processes can now be canceled:
 - Loading of projects
 - exporting
 - Searching in dialogs
 - searching of text truncations.
- a, e: New Thumbnail view mode for the dialog list view.
- a, e: Restructuring of the dialog editor window. Improved controller class. This is done to separate view and data.
 - Collected several dialog window related cmds and made a new command combining their functions.
 - Renamed workspace window in dialogs and dialog list.
 - The dialog editor controller now owns the selection pane.
- a, e: Restructuring of the dialog list window and GSE dialog manager. Added controller classes (as base), master controller (GSEController) editor controller and dialog list controller. This was done to separate view and data. The GSEDialogManager was responsible for view and data and therefore it was difficult to add further features to the dialog list window.
- e: GSE can now export GlyphLib fonts and BLU bitmaps.
- e: New display of dialog thumbnails within the dialog list view.
- e: New Resize mechanism using resizable edges (like e.g. in Windows).
- e: Windows: ALT-F4 can now be used to close a modal dialog.
- e: It is now possible to set Endians and alignment of binary streaming files via project settings.
- e: Binary Streams can now be stored with big or little Endian and with 8,16,32 or 64bit alignment.
- e: Support for custom resources in IOS StreamRuntimes, by adding folder "GUIResources" in the iTunes under Apps->File Sharing.
- a: X-macros are now used to define ID's in all UserXXXResource.h and CustomXXXResource.h.

3. Notes

This document contains the GSE release notes. The Guiliani release notes can be found in Guiliani ReleaseNotes.txt.

Some GSE features are known to be of beta state, please consult the FAQ below or send us an [email](#), if there are any questions.

4. FAQ

Q: When trying to open the supplied CHM file, only “Navigation to the webpage was cancelled” is displayed instead of the Guiliani documentation.

A: This is due to a Windows security mechanism and can be fixed by right-clicking on the CHM file, selecting „Properties” and clicking the "Unblock" button.

5. External libraries and Software

TES graphics libraries:

- eGaC -> TES graphics and math library
- Guiliani -> TES Guiliani graphics and animation library

Application libraries:

- GSElib -> contains the TES GSE application
- GUIResourceCompiler -> Creates Guiliani resource files from a directories content

To get detailed information on the invoked additional system libraries and sub-libraries, consult the 'License compliance.pdf' document.

6. Disclaimers and legal notices

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