

Release Notes

Product:	Guiliani Streaming Editor (GSE)
Release version:	2.1
Release date:	March 31, 2017

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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
- f: bug fix
- a: API change

2.1. 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.

2.2. Version 1.0 (re-versioned to 2.0)

- e: Added directFB as Graphics, Font and Input wrapper
- a, e: Added new GUIWheel control
- e: Adapted two new GK_ Codes for Numpad buttons: it is now possible to TAB through the attribute view and immediately start editing when hitting a Numpad button.
- a, e: The first parameter (path to GSE) for the processing scripts is now an absolute path.
- a, e: Added four parameters for the three exports scripts which inform the script about the Export Path, GSE Root Path, Project Path and Project Name. These parameters help the scripts to find necessary file input.
- a, e: Added License Key functionality
- e: It is now default that the Error Console opens in case of error
- e: Added cmake files and support for the Raspberry pi platform
- a, e: GSE_Converter: Changed CommonHelpers::CopyDirectory so it will run under Linux.
- a, e: Added GSE_Converter for backward compatibility.
- f: In case of a corrupted UserSettings file, GSE will fall back to sensible defaults
- e: The ResourceExporter does now write the resource ID and the Name as given in GSE
- a, e: Added support for OSX platform
- a, e: Improved GSEDialogManager. Resources managers and dialogs: xml files will now be loaded into memory files. The streaming will be now done out of and into these memory files. This speeds up loading and saving of the projects. Searching and ref counting will be now much faster because the GUI tree is kept in memory and no loading has to take place. ATTENTION: There is no SAVE directory anymore. Please be sure that you really want to overwrite your project.
- e: The strings for pathnames and filenames are not kept inside an array anymore and can be get via enum getters now.
- a, e: Minimize and maximize toggle back to normal on second click
- e: The Dialog Window can now be scrolled. This allows editing of objects which are larger than the screen (e.g. lengthy scroll views). Double-Click on CompositeObjects in the Hierarchy-View to "zoom" into them
- e: New snapping feature of main editor. It allows now to snap to center of other objects, including visual feedback of snapping guide lines. Additional feature is live view of snapping if grid is visible. With the ALT key it is now possible to switch between grid modes when using cursor keys. When using shift key while resizing, the objects width and height will be forced to match. Coordinates of dragged objects will be displayed. Width and height of resized objects will be displayed.
- e: Add StreamRuntime application files for Renesas Starter Kit for RZ/A1H
- e: Tooltips will now also be shown for grayed out and disabled objects
- e: All Alignment options do now take the first selected object as the reference. This offers MUCH more flexibility when trying to align several objects at once
- e: Added support for imx6 platform
- e: the SelectionFrame does now change its thickness and colors when the mouse is within the "DragBorderWidth". This supports the user when trying to grab one of the drag handles to

resize an object and to make clear which object gets selected for CompositeObjects. E.g. in a ComboBox it is sometimes tricky to guess whether a click selects the Combobox itself, or one of its children (Header / Button).

- e: Added example project for DATAPOOL
- e: Added handling of controls packs. The user can now choose between controls packs in the manage controls pack window.
- e: Added multi language support for FileDialog and DirectoryDialog
- e: Added StreamRuntime for GNUBLIN embedded Linux platform
- e: All language-files which are available in the "/resources/language_files" subdirs will automatically be accessible via a ComboBox in the Settings dialog - language-files will thus now be search in EACH GSE Instances "/resources/language_files" folder, and NOT via a global path.
This should improve usability when working with several GSEs on one system
- f: The Settings screen does now get initialized via an "additional command". This eliminates the initial "flicker" when entering the screen for the first time
- e: Added new "resize to image dimensions" feature. A new shortcut at the bottom of the dialog window will now resize the currently selected object to the dimension of the first image among its attributes. This is a comfortable way of ensuring that an object is drawn without a stretch-blit.
- e: ToolTip does now show a small preview when hovering over an ImageID
- e: Added Memory Leak Detection for Linux GSE
- e: Added new CGUIBlendButton control
- e: Significantly reduced "lag" when moving objects using the cursor keys, by only taking ONE Undo-Snapshot at the end of cursor movement
- e: Added "acceleration" of movement via cursor keys, when the user continuously pressed the cursor into one direction for a while
- f: Fixed flickering effect when Grid is switched ON and objects are moved across the screen with the cursor keys
- e: Improved speed of TextManagementDialog by:
 - only setting the PreviewFont if it is really necessary
 - temporarily detaching the View while rebuilding the table
- e: Added language selection in settings screen
- f: Fixed memory leak in CustomStandardFactoryGenerator
- e: It's now possible to delete multiple images in one step within the image management dialog
- e: Performance improvement for IDManager. Until now if one wanted to find the numeric object id via its object id name a linear search was necessary. With the new reverse index searching is much faster (log(n))
- f: Usually there is a border of 5 pixels between right and lower edge of scrollbar and window border. The right edge was missing and is now fixed.
- e: Added a new option in Settings/project that you can choose if overwrite always the export folder or just when the files are not equal.
- e: Performance improvement for checking for file and directory existence

- e: RebuildTranslationTable will now be only called before managed text dialog will be opened.
This improves the project load performance immensely

2.3. Version 0.96

- f: Guiliani 1.5 compliance
- f: Several FileDialog improvements, e.g. auto-scrolling, custom file filter, drive selection
- f: TextIDs can be removed
- f: Several behaviour improvements in GSE dialogs (double click, navigation, drag'n'drop, mouse-wheel, etc.)
- f: Hotkeys within the GSE can be set independent of the platform the GSE runs on
- f: Avoid automatic overwrite of the project's workspace save directory
- e: Support for OTF-fonts
- e: New platform (ns3-magik) StreamRuntime support
- e: Error console window should improve inspection of GUI projects
- f: Find corrupted dialogs while loading/working in GSE workspaces
- e: GUI requirement handler/tracker added, i.e. GUI project management improved
- e: Introduced a code generator to GSE for generating custom extensions
- e: New platforms (imx28,ms7724) StreamRuntime support
- e: Support for export of binary or XML streams
- e: Export of multiple resource sets
- f: CHM help file integrated to GSE
- f: Support for GL and eGML wrappers in GSE and StreamRuntime
- e: Simple tree like view improved usability of the attribute view
- e: Integration of GLScene3D so it can be used within projects by the GSE
- e: Import proprietary 3D data files (.3DS) so it can be used by GLScene3D in embedded environments.
- e: New Guiliani control 'GLScene3D'
- f: Streaming behaviour changed, multiple streamers can be created simultaneously
- e: Adapted management of general (abstract) resources from Guiliani, i.e. resource files of unknown type can be tracked with the GSE workspace
- e: Search for GUI objects by specific attributes or values that are assigned with the object within the GSE workspace
- f: Creation of ID strings (objects or resources) generates and checks for C-compliant identifiers
- e: Introduced reference counting for all resources, i.e. unused resources and object IDs can be removed prior to workspace exports
- e: Introduced global and project specific user settings
- e: Check workspace project for truncated texts
- e: Object IDs are generated automatically when adding Guiliani objects to the current workspace
- f: Resizing of GSE dialogs behaviour improved
- f: Improved exception/error handling

2.4. Version 0.95

- f: Guiliani 1.4 compliance
- e: Introduced CMake as new build environment
- f: Improved UNICODE compliance
- f: Improved tracking of project changes (change states to dialogs and attributes)
- f: Managing different sets of resources in a GSE workspace project
- e: Creation of new languages in GSE projects by importing language files. Additionally languages can be exported to 'csv' files.
- e: Import Guiliani dialogs from recently exported GSE projects or TES PhotoBridge exports, i.e. integration of .psd files
- f: Menu states (enabled, visible) and proper state changes dependent on the current GSE state.
- f: Guiliani resource compiler integration to the GSE
- e: New platform (SDL), i.e. GSE/StreamRuntime linux support
- e: New platform (sc14450) StreamRuntime support
- f: Scrolling behaviour fixes
- e: New Guiliani control 'GUITransitions'
- e: New Guiliani control 'GUIScrollingTextField'
- f: hico7723 touch screen support
- f: Several fixes handling object- and resource-IDs

2.5. Version 0.9

- e: New platform (hico7723) StreamRuntime support
- f: GSE workspace project 'EditorDemo'
- e: Track recent projects
- f: Improved error handling
- e: New platform (IPhone) StreamRuntime support
- e: Global user settings
- e: New platform (NS3) StreamRuntime support

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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