



3Dxx Application and Simulator Release Notes

Date: January 18, 2024

Rev P: (Date: January 18, 2024):

- Fix for allowing 4 digits for screen coordinates
- Add menu item to enable/disable Preview clear on object selection
- Fixed CAN Id assignment bug in CAN Tx dialog
- Version reported as 4.12

Rev N: (Pre-Release):

- Added support for standard or extended CAN frame formats
- Version reported as 4.10

Rev M: (Not Released)

Rev L: (Internal Release):

- Added support for Buzzer object level control
- Increased number of dynamic objects allowed to 512
- Allow all bits to be set in a CAN data field
- Added support for Standard (11-bit) frame CAN messages
- Added support for 3D101
- Version reported as 4.05

Rev K: (Date: September 23, 2019):

- Bug fix: round gauge with image pointer stuck in loop if angle > 315
- Bug fix: dynamic text object with variable object for data source was not using resolution or offset parameters
- Added functionality to receive downloaded binary file containing project and image files
- Added support for Linux kernel 4.1.15 (backwards compatible for Linux kernel 3.0.35)
- Version reported as 4.03

Rev J: (Date: September 23, 2019):

- Added support for Model 3D2104 (10.4 inch) Display which affected the following:
 - Added fourth input for Camera Monitoring Object
 - Added new pin numbers and rules for GPIO Input and Output Objects
 - Added Button Object
 - Added support for displaying up to 3 simultaneous cameras (Linux kernel 4.1.15 or later)

Rev H: (Date: December 5, 2016):

- Added support for Model 3D70 (seven inch) Display which added these new features:
 - Third camera input
 - Analog Inputs (2)
 - Internal Buzzer
 - Audio Output
- Added option to Group Object to allow objects to be “killed” instead of “displayed”
- Added dialogs to simulator to allow user to set digital and analog inputs
- Now put correct model number in ECUID message
- Fixed bug that prevented display of lines with width greater than one
- Fixed endless loop bug in draw arc routines
- No longer cache Timer Objects to prevent array overflow when using many Timer Objects
- Fixed bar graph gauge bug that erased too many pixels on kill command



Rev G: (Date: June 8, 2016):

- Changed swipe detection to use ratio method to provide better swipe detection
- Fixed Touch Screen calibrate command
- Use device serial number for J1939 Identity number
- Changed J1939 initialization routine to use different preferred Source Address for each CAN port
- Fixed bug to prevent sending random RTR messages
- Don't allow global CAN address to access proprietary commands
- Fixed bug in Text Overload processing that prevented new color selection for text and background
- Fixed upload objects command and improved upload speed
- Fixed bug in CAN Tx that caused crashes

Rev F: (Date: February 23, 2016):

- Added PAL camera support
- Added Start/End Touch feature
- Added support for JPG, and PNG files
- Clear screen command on simulator now does Kill All
- Fixed off-by-one bug when killing buttons with graphics
- Fixed bug that prevented killing a dynamic object that monitored a variable
- Fixed bug in Touch Screen Swipe create function that caused bogus touch reports
- Fixed failure to create startup directory when file system is not writeable

Rev E: (Date: October 9, 2015):

- Added ability to support multiple CAN buses
- Added ability to not kill object when Timer Object time expires
- Added Kill All option to Group Object
- Added ability for Touch Screen object to kill itself
- Added command to display Bitmap Object anywhere via Send command
- Added code to verify validity of Dynamic Text Object format string and therefore prevent crashes
- Set defaults for newly added Dynamic Text Object to values that produce output
- Added ability to use increment or decrement backlight command to set new default backlight level
- Added transparent color key for camera background layering mode
- Fixed bug in kill BMP routine (was off by one)
- Fixed bug in BMP display (location was off by one in some display modes)

Rev D: (Date: August 28, 2015):

- Added Variable object
- Added variable access to all CAN monitoring objects and Timer object
- Added one-shot mode to Timer object
- Added commands to send System Info objects and Variable set/increment/decrement objects via CAN to 3Dxx Display for immediate execution without downloading objects
- Added system info outputs to default project if no .mdp file is found

Rev C: (Date: July 15, 2015):

- Added new System Info object to show device part number and serial number and software versions
- Fixed bug to insure FLASH updates

Rev B (Date: July 6, 2015):

- Adjusted constants to improve swipe performance
- Fixed Custom Gauge pointer mode so it displays last segment
- Added code to set Date/Time via Touch Input
- Added color to Dynamic Text object

Rev A (Date: May. 7, 2015):

- Initial release.

