



# 3Dxx VUI Builder© Release Notes

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Date: December 5, 2016

## **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 controls to Group Object edit dialog to change object's position in group
- Added option to Group Object to allow objects to be "killed" instead of "displayed"
- Replaced "Remove All" button on main dialog with "Show Where Object Used" button
- Bitmap objects now validate size of image and if in edit dialog give user option to update to new size
- Fixed endless loop bug in draw arc routines
- Fixed bug preventing switch from variable monitoring to CAN monitoring
- Fixed bug where preview screen rendered wrong size when project changed while preview screen was minimized
- Fixed bugs in bar graph regarding width, length, & position validation

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

- Changed Color Selection Dialog to work with Windows 10 without crashing
- Added object cross reference check to Remove Object command
- Fixed crash caused by incomplete format specifier in Dynamic Text object
- Fixed bug in edit dialog for Date/Time object that prevented preview display
- Selected better default colors for new objects
- Leave project name empty if SaveAs operation is cancelled
- Fixed type displayed in camera input object edit dialog
- Fixed bug in Send Command with display of object type and removed non-functional title bar
- Fixed and improved edit dialog for text object
- Fixed bugs with OBJ\_TYPE\_OVERLOAD
- Clear project name and variables on Remove All command
- Improved upload objects routine

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

- Added PAL camera support
- Added option to let user launch Default Screen after a Download All
- Added Start/End Touch feature
- Switched to SDL for image displays so can now preview and select BMP, JPG, and PNG files
- Can no longer close preview window and cause program crash
- Round Gauge preview of gauge that uses images now works correctly
- Added environment variable to set CAN baud rate

## **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
- Fixed X & Y upper limits in bitmap object error message
- Allow larger camera image based on rotation selected
- Added lock aspect ratio feature to camera dialog
- Added transparent color key for camera background layering mode
- Added test to camera to insure final raw X coordinate is divisible by 4
- Stop simulation before sending kill object command

## **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
- Improved Dynamic Text preview
- Fixed bugs in Touch Screen validation
- Added fix for CFileDialog crashes
- Fixed bugs that caused loss of user edits

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

- Added new System Info object to show device part number and serial number and software versions
- Added right-click access to Send Command



**Rev B (Date: July 6, 2015):**

- Changed program name to "VUI Builder"
- Added command to calibrate touch screen
- Added command so user can set time with touchscreen on 3Dxx Display
- Switched CAN interface to use new PCANBasic.dll instead of old PCAN\_USB.dll
- Added simulation mode for Custom Gauge, Dynamic Text, and SPN Map objects
- Updated Dynamic Text object to add color
- Corrected max value allowed for CAN data fields (all 1's value now excluded)
- Fixed Xmax & Ymax report on preview title bar
- Fixed bug to insure FLASH updates

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

- Initial release.