3Dxx VUI Builder© Release Notes

Date: September 23, 2019

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

- Modifications to main window GUI:
  - Made the object pool window larger on the main dialog and also the Group Object dialog. Numerous other improvements including automatic display of objects when clicked on.
  - Removed the Draw/Undo/Clear on the main form and made it automatic when an object is selected
  - Created an Update All menu item and button for a one-click operation for clearing/downloading/syncing and displaying the default object
  - Moved the left edit buttons farther apart keeping the Remove farther away to prevent accidental click and removal. Also added an "Are you sure.." prompt on the Removal
- Bug fix: variable object increment/decrement was not allowing increment value less than minimum variable value
- Disabled CAN checkboxes for can monitoring objects using variable object data
- Added functionality for creating a project binary file, containing a project file and associated image files
- Version reported as 4.03

Rev J: (Date: November 21, 2018):

- 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

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.