

GUIX Studio v5.6.1.0

Release Note

Renesas Synergy™ Platform
Synergy Software
Express Logix GUIX Studio v5.6.1.0

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Renesas Synergy™ Platform

Express Logic GUIX Studio v5.6.1.0

1. 4/30/2020 GUIX Studio release 5.6.1.0

New Features: None

Bug Fixes:

Fix bug in bitmap rendering on Synergy target by ensuring that the binary resource data is always aligned on a 4-byte boundary.

Improve performance of generating binary resource files with multiple themes.

Disable unsupported display format options when running on Synergy hardware.

Allow up to 1000 screen templates (previous limit was 20 templates).

2. 8/15/2019 GUIX Studio release 5.6.0

New Features

Add support for 3 bpp glyph drawing when running in 8 bpp palette mode.

Add support for auto-generating palette gradient for displaying text in 8 bpp palette mode.

Add support for Farsi glyph shaping.

Change to include string length field for all strings in generated string table. This change is designed to work along with the removal of the internal usage of strlen, strcat functions.

Other Changes

Change multi_line_text_input line space to signed value.

Update jpg and png libraries used to decode/display images within GUIX Studio.

Bug Fixes

Fix bug where duplicated font data is included in binary resource file when project included multiple themes.

3. 3/6/2019 GUIX Studio release 5.5.0.1

Modified Trigger Edit UI dialogs.

Added support for transparent template.

Added support for Thai and Arabic glyph shaping in generated resource file.

Fix bug in handling of strings assigned to gx_string_scroll_wheel widget.

Improve drawing logic to eliminate "trails" when a widget is transparent but not selected as transparent.

Fix bug in logic that prevents resetting scrollbar up/down pixmap to "None".

Add support for CSV format string table export/import.

4. 12/7/2018 GUIX Studio release 5.4.2.9

Fix bug in screen flow diagram that calculates a box size that is too small (not visible) when a very large number of screens are defined.

5. 11/29/2018 GUIX Studio release 5.4.2.8

Fix bug in screen flow diagram that screen box size is too small to see when a very large number of screens are defined.

6. 11/14/2018 GUIX Studio release 5.4.2.7

Support negative offsets for sprite frames, allowing one image to be shifted left to accomplish sprite animation.

Modify code generation for templates used as child widgets so that children of template widget are positioned correctly.

Fix bug where deleting a top-level screen can cause Studio to go into endless loop.

7. 09/10/2018 GUIX Studio release 5.4.2.6

Fix issue in running application from within Studio when a GX_SPRITE widget is configured to auto-run.

Add new field to allow the user to configure if a language is statically defined. If no languages are statically defined don't define or use LANGUAGE_TABLE_SIZE.

8. 08/14/2018 GUIX Studio release 5.4.2.5

Fix issue preventing the user from generating a binary resource file containing only a string table.

9. 08/08/2018 GUIX Studio release 5.4.2.4

Fix bug preventing language names from being written into binary resource file.

10. 08/01/2018 GUIX Studio release 5.4.2.3

Fix text alignment styles generated for gx_scroll_wheel widget.

Modify gx_multi_line_text_view_whitespace type from GX_BYTE to GX_UBYTE for new library version.

Fix bug in app runner causing top-level screens to be deleted twice when app runner is closed, which causes a crash.

11. 07/18/2018 GUIX Studio release 5.4.2.2

Fix problem with generated specifications file is not compatible with library release 5.4.1

Fix issue preventing the user from generating a binary resource file containing only a string table.

12. 07/06/2018 GUIX Studio release 5.4.2.1

Fix bug causing crash when reading Synergy project with invalid display format settings.

Fix bug in handling of compressed Synergy fonts causing crash.

Fix bug in String Table editor.

Fix bug in specifications style flags generated for multi-line text button.

Fix code generation for GX_MENU widget.

Fix bug in BiDi text reordering logic.

13. 05/18/2018 GUIX Studio release 5.4.2.0

First release based on GUIX library 5.4.sp2

Added folders in project view, allowing specifications file(s) to be written to multiple output files.

Keep screens in project view listed in alphabetical order.

Fix bug with resources in multiple themes getting out of sync.

Added support for widget animations and easing functions.

Added support for 1:5:5:5 graphics format.

Added support for generating font kerning data.

Added support for BiDi text re-ordering in generated resource file.

14. 04/26/2018 GUIX Studio release 5.4.1.1

Fix bug in multi-theme projects where pixmap tables are not generated in consistent alphabetical order.

15. 04/19/2018 GUIX Studio release 5.4.1.0

First release based on GUIX library 5.4.sp1.

16. 03/08/2018 GUIX Studio release 5.4.0.3

Fix bug in output file generation that assumed there are statically defined resources (project may use only binary resources).

Add new selection to theme configuration dialog to allow the user to specify which themes, if any, will be statically defined.

17. 03/06/2018 GUIX Studio release 5.4.0.2

Fix bug in drawing of selection box when target view is zoomed in.

Fix bug in shapes demo when drawing rotated text.

Fix bug that allows user to insert GX_MENU widget into incorrect parent type.

Fix bug that auto-generated palette is not updated when a pixelmap folder is removed.

18. 02/19/2018 GUIX Studio release 5.4.0.1

Improve generation of optimal palette when running in 8bpp palette mode.

Improve creation of default palette when running in 8bpp palette mode.

Fix bug related to executing the application within Studio (memory leak).

19. 11/06/2017 GUIX Studio release 5.4.0.0

Release built on GUIX library 5.4

Add GX_STRING_SCROLL_WHEEL widget to Studio.

Add GX_NUMERIC_SCROLL_WHEEL widget to Studio.

Add GX_ACCORDION_MENU widget to Studio.

Add GX_NUMERIC_PROMPT widget to Studio.

Add GX_NUMERIC_PIXELMAP_PROMPT widget to Studio.

Add GX_TREE_VIEW widget to Studio.

Add application screen flow diagram editor.

Modify project to contain screen flow diagram.

Add trigger edit dialog.

Add application execute directly from within Studio (no export/compile).

Add ability to import from one project to another.

Add "Visible at Startup" property.

Add copy/paste multiple widgets.

Add support for monochrome display.

Add Studio generated event handlers to specifications file.

Add event handler chaining to generated specifications file.

Fix bug related to resource names for multiple displays.

Fix bug related to properties view field updates.

20. 06/27/2017 GUIX Studio release 5.3.3.7

Fix compile warning in generated code when using Synergy tools.

Merge support for s-record format binary resource file.

Fix bug when changing output color depth, template does not redraw correctly.

21. 05/11/2017 GUIX Studio version 5.3.3.5

Fix bug in gx_multi_line_text_view widget that causes Studio failure (does not affect normal widget operation).

Fix bug in Studio character map logic that causes slow response when adding widgets.

22. 05/03/2017 GUIX Studio version 5.3.3.4

Fix bug in return status of function gx_studio_named_widget_create().

23. 04/21/2017 GUIX Studio version 5.3.3.3

Fix bug in Studio-generated gx_studio_widget_create() that prevented custom event handler from receiving GX_EVENT_SHOW event.

Fix to ensure template control block structure is defined in specifications.h, but template structure instance is not declared in specifications.c file.

24. 04/19/2017 GUIX Studio version 5.3.3.2

Fix bug in dynamically allocated widget creation code generated by Studio in the specifications file.

Update signature of function gx_studio_widget_create().

Update documentation of function gx_studio_widget_create().

Update font rendering to improve support for hinting.

25. 04/06/2017 GUIX Studio version 5.3.3.1

Fix bug in blending pixmap with alpha channel on Synergy target. Caused lock-up when displaying sprite frame with alpha < 255.

26. 02/27/2017 GUIX Studio version 5.3.3.0

Improve names of gx_drop_list properties fields.

Add support for drop list popup wallpaper.

Add support for drop list widget background.

Add new smart watch demo, including support for swipe animations.

Improve project schema to solve resource copy/paste issues when copying from one project to another.

27. 01/31/2017 GUIX Studio version 5.3.2.6

Fix bug when generating GX_SPRITE widget.

28. 01/20/2017 GUIX Studio version 5.3.2.5

Add support for extended Unicode characters (characters above U+10000)

Fix bug when opening project with invalid resource tree.

29. 12/28/2016 GUIX Studio version 5.3.2.4

Add new guix_home_automation demo application.

Add updated guix_medical demo application.

Fix bug when resource file path is invalid, "Generating Resource File" dialog never closes.

Fix bug when select "Generate All" with no project open causes crash.

Add support for 4444 a:r:g:b format on Synergy target.

Fix bug that font rendering is rendering in monochrome mode at certain font size if source font contains bitmap glyphs.

Fix several bugs related to saving widget property changes.

Fix bug that did not display target view correctly if the display pitch was not configured for a modulo 4 byte boundary.

Fix several bugs related to multiple display support (output strings for all displays).

30. 11/3/2016 GUIX Studio version 5.3.2.3

Fix bug when deleting pixelmap from user-defined folder, pixelmap IDs are not correctly updated.

Fix bug when generating specifications file for dynamically allocated widgets.

31. 09/27/2016 GUIX Studio version 5.3.2.2

Prevent selection of un-supported frame buffer format for Synergy target.

Allow user to define alpha value in color editor when running in 4:4:4:4 format.

Fix bug in drawing 4bpp anti-aliased glyph in 8bpp CLUT display driver for Synergy.

32. 09/06/2016 GUIX Studio version 5.3.2.1

Add support for generating resource files in binary format.

Add dialog to allow user to better control resource file content.

Add tests for widget ID and resource IDs to insure valid C syntax names.

Add easy to use theme navigation widget at top of resource view.

Improve support for displaying alternative themes inside Studio.

Fix issue with copy/paste allowing duplicate widget IDs.

Add support for user-defined whitespace in multi-line text view and edit.

Add support for common keyboard shortcuts.

Add line chart widget to Studio.

33. 06/10/2016 GUIX Studio version 5.3.2.0

Add support for GX_RADIAL_PROGRESS_BAR widget.

Fix bug in edit pixelmap dialog for 8bpp palette mode causing crash.

Fix bug which limited max string length to 280 characters.

Update scrollbar information structure, add fields in Studio to support added information.

Add basic line chart widget to Studio.

Fix code generation for text alignment flags of multi-line-text-button widget.

34. 04/29/2016 GUIX Studio version 5.3.1.1

Add support for Copy/Paste between projects using Windows clipboard.

Add support for big-endian target processor (modifies resource data format).

Update shapes example.

Update sprite example.

Update simple example.

Fix bug in resize of horizontal and vertical list children.

Fix bug in enable/disable of sprite auto-run flag.

Enhance support for foreign keyboard layouts.

Change directory tree of installed examples to eliminate duplication of fonts.

Add MSVC 2015 project and solutions files to installation.

35. 04/04/2016 GUIX Studio version 5.3.1.0

Add support for 3:3:2 format canvas drawing.

Add support for zoom in/ zoom out on target view.

Add support for grid/snap options.

Fix bug in allowing selection of incompatible pixelmap formats.

36. 03/17/2016 GUIX Studio version 5.3.0.1

Modify structure declaration to fix compiler warning for Synergy.

37. 02/19/2016 GUIX Studio version 5.3.0

Support template widgets.

Support argb 4444 data and frame buffer formats.

Fix bug in Studio command line parsing.

Support writing pixelmap and font data to alternate resource files.

38. 10/2/2015 GUIX Studio version 5.2.11

Fix bug when displaying non-native pixelmap formats with 16/24/32 bpp display drivers.

Force pixelmap to supported format when display color depth is modified.

Prevent the user from attempting to include alpha-channel in output format that does not support alpha.

Fix installer and Studio key search to allow switching users between install and executing Studio.

Change default example programs.

39. 9/22/2015 GUIX Studio version 5.2.10

Added support for palette mode pixelmaps when running with 16/24/32bpp display drivers.

Added tests to only allow supported pixelmap formats when creating projects for Synergy CPU.

Added optimal palette generation code to Studio image processing.

Added saving private palette for a pixelmap to the generated resource output.

40. 9/11/2015 GUIX Studio version 5.2.9

Added GX_CIRCULAR_GAUGE widget to GUIX Studio.

Added new circular gauge example application.

41. 8/19/2015 GUIX Studio version 5.2.8

Fix bug in multi_line_text_view handling when string table is updated.

Add resource size info in resource preview.

Add user-defined data field to widget structure.

Update code generation to support optional user-defined data field.

Add support for Renesas RZ hardware jpg decoder.

42. 8/13/2015 GUIX Studio version 5.2.7

Fix bug in string assignment in Properties View.

Fix bug in gx_multi_line_text_view_create.

Fix bug in assigning string to gx_multi_line_text_view and gx_multi_line_text_input in Studio.

43. 8/4/2015 GUIX Studio version 5.2.6

Sort resources in resource view alphabetically by name.

Allow user to assign CPU and compiler to customize generated output.

Allow user to select non-native pixelmap formats for certain targets.

Add support for raw jpg and raw png output in resource file.

Add macro record and playback feature.

Sort pixelmaps and fonts alphabetically by name in the properties view pull-down boxes.

44. 4/15/2015 GUIX Studio version 5.2.5

Fixed bug in multi-page font baseline not being consistent.

Fixed bug in setting 8-bpp palette mode color format.

Fixed bug in generating 565 b:g:r order resource files.

45. 1/16/2015 GUIX Studio version 5.2.2

Add support for GX_MULTI_LINE_TEXT_BUTTON widget.

Improve granularity of undo operation related to resize and positioning of edited widget(s).

Add support for project relative, Studio installation relative, and absolute pathnames for all resources.

Improve speed of canceling from string table editor by removing logic to re-initialize project resources.

Fix bug in font generation for multi-page fonts having inconsistent baseline.

Fix bug in resource generation for ASCII strings with newline characters.

Change GUIX library release tracking to major.minor.service_pack format.

46. 11/24/2014 Initial GUIX Studio version 5.2

Initial version.

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