Eclipse Scout

Release Notes

Scout Team

Version 7.1

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About This Release

Eclipse Scout 7.1 is a preview version of the Eclipse *Photon* release. It will be released in June 2018 (release schedule). The latest version of this release is: None released yet.



If you are upgrading from version 6.1, please also read the migration guide for the 7.0 (*Oxygen*) release:

https://eclipsescout.github.io/7.0/migration-guide.html

• [PLACEHOLDER]

You can see the detailed change log on GitHub.

Service Releases

The following changes were made after the initial 7.1 release (Eclipse Photon release). The following notes relate to a *service release*.

Photon.1 (7.1.100) Release Expected on September, 2018

Attention: The here described functionality has not yet been released and is part of an upcoming release.

Obtaining the Latest Version

Runtime (Scout RT)

Scout RT artifacts are distributed via Maven:

- 7.1.0.001_Photon on Maven Central
- 7.1.0.001_Photon on mvnrepository.com

Usage example in the parent POM of your Scout application:

```
<dependency>
     <groupId>org.eclipse.scout.rt</groupId>
     <artifactId>org.eclipse.scout.rt</artifactId>
          <version>7.1.0.001_Photon</version>
           <type>pom</type>
           <scope>import</scope>
</dependency>
```

Eclipse IDE Tooling (Scout SDK)

You can download the complete Eclipse IDE with Scout SDK included (EPP) here: Eclipse for Scout Developers

To install the Scout SDK into your existing Eclipse IDE, use this update site: http://download.eclipse.org/scout/releases/7.1/7.1.0/001_Photon/

Demo Applications

The demo applications for this version can be found on the features/version/7.1.0.001_Photon branch of our docs repository on GitHub.

If you just want to play around with them without looking at the source code, you can always use the deployed versions:

- https://scout.bsi-software.com/contacts/
- https://scout.bsi-software.com/widgets/
- https://scout.bsi-software.com/jswidgets/

Java 8 required

The required Java Runtime Environment (JRE) to run an Eclipse Scout application has changed: Starting with Eclipse Scout 7.1, a **Java 8 runtime is required**.



The Scout 7.1 Runtime does not support Java 9 yet. The Java 9 support is planned for Eclipse *Photon* release (Scout 8.0) in summer 2018.

New SDK Feature in Eclipse: Search for missing NLS keys

If NLS keys are used in the code that do not exist in a properties file, an ugly placeholder is displayed to the user. To find such missing translations the new Menu Scout → Search missing text keys… may be handy. The result is listed in the Eclipse Search view.

The search also takes the scope of each NLS key into account. So that the key is considered to be available there must be a TextProviderService with that key on the classpath of that module.

Reported false positives can be suppressed using the following comment at the end of the corresponding line: NO-NLS-CHECK. Matches on that line are then not reported in future searches anymore.

Config Properties

Descriptions

Config properties based on org.eclipse.scout.rt.platform.config.IConfigProperty include a description text. This description is stored in the new description() method.

The class org.eclipse.scout.rt.platform.config.ConfigDescriptionExporter can be used to export these descriptions. By default an AsciiDoctor exporter is included.

All Scout properties have been extended with descriptions. The same text is also part of the technical documentation.

Default value

Config properties based on org.eclipse.scout.rt.platform.config.IConfigProperty include a default value. The default value is stored in the getDefaultValue() method.

The method was moved from org.eclipse.scout.rt.platform.config.AbstractConfigProperty<DATA_TYPE, RAW_TYPE> to the interface. Therefore the visibility has changed from protected to public.

Validation

The concrete implementation org.eclipse.scout.rt.platform.config.ConfigPropertyValidator which validates the configuration of config.properties files will also check if a configured value matches the default value. In case it does a info message (warn in development mode) will be logged but platform will still start. To minimize configuration files such entries should be removed from config.properties files.

GroupBox Enhancements

Layout Configuration

It is now possible to adjust the parameters of how the group box will be layouted. The following parameters may be set:

hgap

the horizontal gap in pixels to use between two logical grid columns

vgap

the vertical gap in pixels to use between two logical grid rows

columnWidth

the width in pixels to use for a grid column

rowHeight

the height in pixels to use for a grid row

minWidth

the minimum width of the group box. If this width is > 0 a horizontal scrollbar is shown when the group box gets smaller than this value.

These values may be set using getConfiguredBodyLayoutConfig().

Sublabel

GroupBoxes got a new property called sublabel. The sublabel is displayed below the title in a very small font.

Introducing Widget.java

On JavaScript side, there has been a class Widget.js for a long time now. With this release the counterpart Widget.java has been added. This gives all existing widgets like FormField, Form, MessageBox, Menu etc. a new common base class. It also helps creating widgets which aren't necessarily form fields.

Widget.js: New Argument for clone()

The clone() function of any widget got an options parameter. The options define what properties and events are synchonized between the widget and its clone.

New Widget 'TileGrid'

The new TileGrid widget arranges Tile s in a grid by using the LogicalGridLayout. This is the same layout as used for a GroupBox, so the same GridData object may be used to configure how the individual tiles should be arranged.

A Tile directly extends Widget and is not much more than a <div> with the CSS class tile. In order to customize your tile you have to create a custom widget, which is easier than it sounds. Just create a JS class lets say CustomTile.js which extends from Tile.js, create a Java class CustomTile.java which extends from AbstractTile.java and add some glue code to link them together. See the code of the demo widgets on GitHub for details. You could also use existing widgets as tiles. In that case instead of extending AbstractTile you would extend AbstractWidgetTile or AbstractFormFieldTile and set the property tileWidget accordingly.

In order to add the TileGrid to a form, you can use the class TileField which is basically a simple FormField wrapping the TileGrid. You cannot use the TileGrid directly because a GroupBox only accepts FormField s.

A demo of the widget may be found here: https://scout.bsi-software.com/widgets/?dl=widget-tilesfield.

And here for the JS only version: https://scout.bsi-software.com/jswidgets/#tiles.



Figure 1. TileGrid

New Widget 'Accordion'

The Accordion displays several collapsible Group s. The default behavior is to collapse every other group if one group is expanded. Because that is not in any case desired, the behavior may be disabled by setting the property exclusiveExpand to false.

The Group is a simple widget containing of a header and a body. The body may be any other widget like the new TileGrid. Because having tiles in an accordion is a typical use case, there is a widget called TileAccordion which helps creating the groups and provides some delegate methods to easily access the tiles of every group. It also takes care that selecting multiple tiles across the individual groups works as there were only one single TileGrid.

A demo of the widget may be found here: https://scout.bsi-software.com/widgets/?dl=widget-accordionfield.

And here for the JS only version: https://scout.bsi-software.com/jswidgets/#accordion.

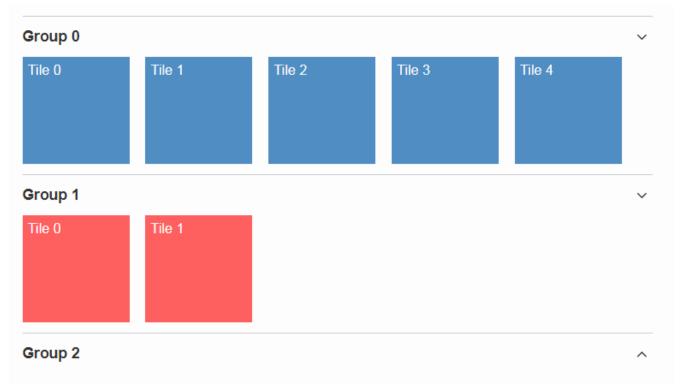


Figure 2. Accordion

Menu, Menubar Enhancements

Form Field in Menu

The menubar now supports form field menu items (FormFieldMenu). On the model side extend AbstractFormFieldMenu with a form field as an inner class to use a form field menu in any menu supporting environment.



Figure 3. Menubar with form fields

New Property 'stackable'

The menu property stackable defines if a menu is stackable or not. A stackable menu will be moved to the ellipsis dropdown menu when there is not enough space in the menubar. The ellipsis menu is placed after the last stackable menu in the menubar. Right and left aligned menus will be moved to a single ellipsis menu per menubar. The horizontal alignment of the ellipsis menu is the same as the last stackable menu in the menubar.

Tabbox Enhancements

Left Aligned Menu Items

The menubar of a tabbox now considers the menu alignments *left* and *right*. That means you can add menus directly on the right side of the last tab item (left aligned) or at the right side of the tab box header (right aligned).



Figure 4. Menus in a tab box header

Collapsible Menu Items

Menus in the menubar will be moved to an ellipsis menu in case there is not enough space in the tabbox header. The tab items are moved to an ellipsis menu when there is not enough space for all tabs. The collapse order is as following: all menus are collapsed first before the tabs will be collapsed from right to left.



Figure 5. Ellipsis menu for the tabs of a tab box

Sublabel

TabItems got a sublabel property which is displayed in a very small font below the title (see also Sublabel).

Animated Selection Marker

The marker of the selected tab is now animated and follows the user or model selection.

Optimized Zoom Behavior

Several bugfixes of pixel issues due to zoom levels.

Desktop Splitter Position Remembered Across sessions

The position of the desktop splitter position (between the navigation and the bench) is now persisted across sessions, i.e. the previous setting will be restored even after you closed your browser. The position is stored in the HTML 5 *local storage* provided by the local browser. It is therefore a device-specific setting, which is especially useful when accessing the same application through screens with different resolutions.

In case the splitter position should never be remembered, the feature can be disabled globally by setting the property cacheSplitterPosition on the desktop to *false*.

ImageField: Support for SVG Images and Image URLs

It's now possible to use SVG images in the same way as bitmap images. Simply put the .svg file in the /icons folder of the client module and reference the SVG image in any widget that supports the iconId property. Example:

```
@Override
protected String getConfiguredIconId() {
  return "person.svg";
}
```

Additionally you can now reference an image by URL, for instance an image hosted on an external server. Use the property 'imageUrl' of the AbstractImageField to reference the image. Note: the AbstractImageField defines a priority for which one of the three image properties is used to render the image in the browser:

- 1. *image* (Binary resource)
- 2. imageUrl
- 3. imageId

Dynamic Fields

It is now possible to add and remove fields dynamically also when a form is already started. This feature is supported for GroupBoxes and TabBoxes.

The Java API orders the added fields considering the order member.

API:

- TabBox.js insertTabItem, deleteTabItem, setTabItems
- GroupBox.js setFields, insertField, insertFieldBefore, deleteField
- ICompositeField.java setFields and the already existing addField, removeField methods which don't throw an exception anymore when a form is already initialized.



- The support for adding ProcessButtons dynamically is not implemented so far.
- Adding a field to container (TabBox, GroupBox) forces the container to be rendered. All fields in this container will be removed and rendered again.

Form Fields

New Field Style

This release introduces a new field style called alternative. This is the new default style for every form field. The classic style is still available because it may be preferable in some circumstances, e.g. when used in a cell editor or on a form with background color like the search form. For these two cases the style is set to classic automatically but you can do it for your custom cases as well by setting the new property FieldStyle. If you want to revert your whole application to the classic style you can create an extension to AbstractFormField and change the default of the FieldStyle property.

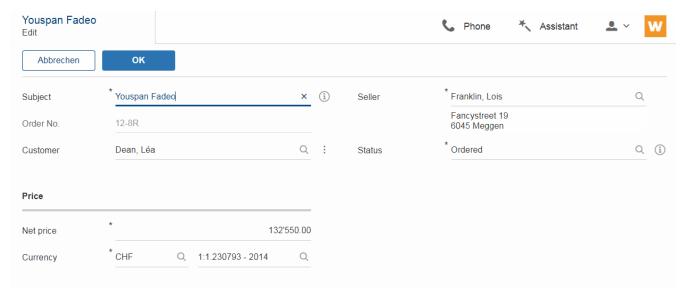


Figure 6. New alternative Field Style

Improved Accessibility

The label and the input are now linked by using aria-labelledby. This allows screen readers to read the label if an input is focused.

Furthermore, clicking the label will now activate the field. This is especially helpful on mobile devices when the new alternative style is active, because the field boundaries are not obvious anymore.

Enhanced IUiServletRequestHandler

UI Servlet request handler now supports all HTTP methods and not only GET and POST. When using AbstractUiServletRequestHandler no migration should be required, see migration guide for further information.

Automatic Preloading of Web Fonts

To prevent incorrect measurements or the so-called "FOUT effect" (Flash Of Unstyled Text), Scout tries to preload all necessary web font files (*.woff) before rendering the application. To make it easier for projects to add theme-dependent fonts, the font preloader has been improved. The list of fonts to preload is now detected automatically by inspecting the document's style sheet (@font-face rules). It's no longer necessary to manually list all fonts in the bootstrap argument of scout.App (see migration guide).



Do you want to improve this document? Have a look at the sources on GitHub.