

# Eclipse Scout

## ***Release Notes***

Scout Team

Version 10.0

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# About This Release

The Eclipse Scout 10.0 version was released as part of the [Eclipse 2019-06 Simultaneous Release](#) on June, 2019.

The latest version of this release is: 10.0.0.009\_Simrel\_2019\_06.

You can see the [detailed change log](#) on GitHub.

Coming from an older Scout version? Check out the [Migration Guide](#)!

## Service Releases

After the final simultaneous Eclipse release, there are no more Eclipse *service releases*. Scout 10.0 will continue to be maintained for a while and a new build may be released from time to time. Beside bug fixes, these releases may even contain some minor features. See the [Simultaneous Release FAQ](#) for details.

The following enhancements were made after the initial 10.0 release.

### Simrel 2019-06 (10.0) — Release Expected June, 2019



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

(Section intentionally left blank for possible future release)

## Obtaining the Latest Version

### Runtime (Scout RT)

Scout RT artifacts are distributed via Maven:

- [10.0.0.009\\_Simrel\\_2019\\_06](#) on *Maven Central*
- [10.0.0.009\\_Simrel\\_2019\\_06](#) 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>10.0.0.009_Simrel_2019_06</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/10.0/10.0.0/009\\_Simrel\\_2019\\_06/](http://download.eclipse.org/scout/releases/10.0/10.0.0/009_Simrel_2019_06/)

## Demo Applications

The demo applications for this version can be found on the [features/version/10.0.0.009\\_Simrel\\_2019\\_06](#) 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/>

# Widgets

## GroupBox: New MenuBar Position TITLE

In addition to the existing menu-bar position TOP and BOTTOM, the GroupBox now supports TITLE. The menu-bar is placed in the header of the group-box right of the title-label DIV. Scout Classic: see property `menuBarPosition` in `AbstractGroupBox` and constant `IGroupBox.MENU_BAR_POSITION_TITLE`. Scout JS: see property `menuBarPosition` in `GroupBox.js` and constant `scout.GroupBox.MenuBarPosition.TITLE`.

Group Box	Menu 1	Menu 2	Menu 3
String Field 1	String Field 3		
String Field 2	String Field 4		

## TabBox: New Tab Style

The tab box has a new property `ITabBox.PROP_TAB_AREA_STYLE` with currently two possible tab styles.

- `ITabBox.TAB_AREA_STYLE_DEFAULT`: Default appearance
- `ITabBox.TAB_AREA_STYLE_SPREAD_EVEN`: This style will spread all the tabs over the available space. When using this style, all the menu will be pushed into the ellipse menu.

TAB\_AREA\_STYLE\_SPREAD\_EVEN

TAB\_AREA\_STYLE\_DEFAULT

## TileGrid Groups: Show Loading State per Group

Each Group in a TileGrid can now display a loading indicator in the group header individually. This is useful if each displayed group loads data from an individual data source. Scout Classic: call `AbstractGroup#setLoading(boolean)`, Scout JS: call `Group.js#setLoading(boolean)`. Note: it is still possible to set the loading state on the TileGrid, to indicate the whole grid (and not an individual group) is loading data.

### ✓ Search Results (2)



## RadioButton and CheckBox: Wrap Text

Both widgets `RadioButton` and `CheckBox` (aka `BooleanField`), now support the `wrapText` property. This means a radio button or a check box can have a label with a long text on multiple lines. In order to see the wrapped text, the field must have a `gridH > 1` or set the `gridUseUiHeight` property to true.

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## Button: Support for HTML and Binary Resources

The **Button** now supports the property **htmlEnabled** which allows to use HTML in the label part of the button. You can even reference binary resources in your HTML. Simply call the method **AbstractButton#setAttachments(Collection<? extends BinaryResource>)** and define a reference, say an image URL, in your label HTML:

```

```



## ImageField: Support for File Upload

The **ImageField** has a new property **uploadEnabled**. When set to true, the field opens the native file chooser and performs a file upload.

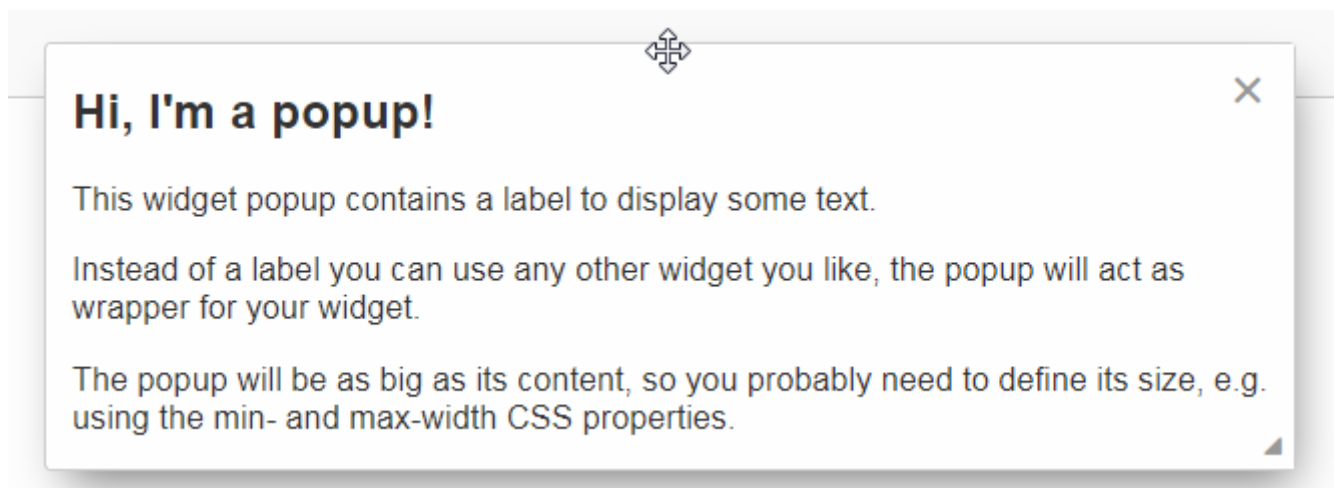
## Mode Selector: Alternative Display Style

The mode selector now has a different appearance for the two field styles **IFormField.FIELD\_STYLE\_CLASSIC** and **IFormField.FIELD\_STYLE\_ALTERNATIVE**.



## Popup: New Properties Closable, Movable, Resizable

The new properties allow a user to close, move or resize a popup using the typical controls he already knows by other widgets like a **Dialog**. The properties are available on the **WidgetPopup** and can even be turned on or off while the popup is open.



## Enabled & InheritAccessibility

The `enabled` property already existing for `FormFields`, `Actions` and other Scout elements has been moved to the top level `Widget` class. Therefore all widgets can now be disabled as it already was in Scout JS. Additionally Scout Classic widgets also support dynamic enabled/disabled dimensions on all widgets now as it already existed for `FormFields`.

The `inheritAccessibility` property that already existed for `Actions` (e.g. `Menus`) can now be used on all widgets. This is especially interesting for `FormFields` for which it was necessary to do that using multiple `setEnabled()` calls until now.

## Consistent Parent

Lots of Scout widgets like `Actions`, `FormFields`, `Tiles` or `Tables` can have a parent element. Until now there have been several methods to access parent elements (e.g. `IActionNode#getParent()`, `ITile#getContainer()`, `IFormField#getParentField`, etc.) and it was only available on the specific element (e.g. for a `Table`). Now there is one `getParent()` method for all widgets. Furthermore visit methods have been added to traverse up the parent hierarchy.



Do you want to improve this document? Have a look at the [sources](#) on GitHub.