Getting Started, Enhancements, and Known Issues

Altia® Design 11.3 Build 8.13.1 for Windows®XP / 7 / 8
HMI Development Software

Please Read before Using this Software.

On-line videos help you get started quickly with Altia Design 11!

To get started quickly with Altia Design 11, please visit the Altia Design 11 videos web page:

http://altia.zendesk.com/categories/20080151-Altia-Design-11-0-Beta-Articles-and-Videos.

The video links on this web page are the best way to learn how to use the new features of Altia Design 11.

How to open this document at a later time.

To view this document after installing the software, choose the **Enhancements Summary** option from the Altia Design 11 program group. Example:

Start > Programs > Altia > Altia Design > Altia Design 11.3 Build 8.13.1 > Enhancements Summary

Alternatively, if Altia Design 11 is running, open its **File** menu and choose:

Help > Getting Started > What's New

Altia Design 11 generates code for 10.2 compatible DeepScreen targets.

If a 10.2 compatible DeepScreen target is installed on the computer, Altia Design 11 can use it to generate code. First, copy the Altia FLEXlm license (`.lic`) file from the Altia Design 10.2 software installation license folder to the Altia Design 11 license folder. For example, if Altia Design 10.2 is installed in `c:\usr\altia102` and Altia Design 11 is installed in `c:\usr\altia113Build8131`, copy the `.lic` files from `c:\usr\altia102\license` to `c:\usr\altia113Build8131\license`. Start Altia Design 11, open a design (`.dsn`) file for which to generate code, open the **Code Generation** menu and choose **Generate Source Code**.

Please Read before Using this Software.

Like Altia Design 10.2, the Altia Design 11 editor is a Unicode editor. Designs containing high/extended ASCII text characters and/or Unicode text characters must not be opened and saved in a non-Unicode editor.

A Unicode editor saves high/extended ASCII text characters (character values 128 to 255) and Unicode text characters (character values 256 to 65535) to a design (`.dsn`) file in a multi-byte format. The format is not recognized by non-Unicode editors in earlier releases of Altia Design. A non-Unicode editor processes text characters as single bytes. A non-Unicode editor will incorrectly display these special characters when it opens a design file that contains them. For example, it displays 2 or 3 unexpected byte characters for each special character. If the design is saved from the non-Unicode editor, the special characters are permanently replaced with the 2 or 3 unexpected single byte characters. The original special characters are only recovered by manually changing a Label, Text I/O or MLTO to show the special characters instead of the 2 or 3 unexpected single byte characters.

The FreeType font engine incorporated into Altia Design 10.0 and newer releases may change how individual characters, words, and spaces are rendered.

Projects created in Altia Design 9.2 or earlier releases that rely on very precise text placement should not be migrated to an Altia Design 10.0 or newer release incorporating the FreeType font engine.

Table of Contents

1.0 About this document

This document describes how to get started with Altia Design 11. It also summarizes changes and enhancements for this release, and known issues.

DeepScreen target capabilities and enhancements are documented in the software installation for each individual DeepScreen target product.

2.0 What's New in Altia Design 11?

2.1 All New Altia Design Editor User Interface

The Altia Design user-interface is all new for Altia Design 11. To get started quickly with Altia Design, please visit the Altia Design 11 videos web page:

http://altia.zendesk.com/categories/20080151-Altia-Design-11-0-Beta-Articles-and-Videos.

The video links on this web page are the best way to learn how to use the new features of Altia Design 11. A video overview of the new features for 11.1 can be found on the following web page:

https://altia.zendesk.com/entries/53802287-Altia-Design-11-1-In-With-The-Newer-

2.2 Altia Design 11.3 Improvements

- New Alpha Mask "mode" animation which allows for special masking effects. The current effects are "normal" and "inverted".

- Improved XML importing of Layer Manager layer names and groups for faster workflow

- 3D User Interface Enhancements:

  - Improved iconography in the 3D content navigator
  - A new editor for adjusting light intensity (a huge time-saver)
  - Scroll-wheel zoom works like 3D tools such as Maya
  - Animation list and 3D view streamlined to simplify and improve usability
  - Improved avatars for point and directional light in the 3D universe
  - Toolbar button for resetting your view of 3D content
  - Improved support of camera view algorithms for WYSIWYG imports from advanced tools like Maya

2.3 Altia Design 11.2.2 Improvements

- New code generation option for 3D Scene object to store mesh data when the DeepScreen Target does not support a file system.

- Updated precise adjustment dialogs to retain the previously entered values.

2.4 Altia Design 11.2.1 Improvements

- New Alpha Mask Object

- DeepScreen Optimization options in the Code Generation Dialog

2.5 Altia Design 11.2 Improvements

- New Child Layer feature to support complex layer manage in the Layer Manager

- New Validator rules

2.6   Altia Design 11.1.1 Improvements

- Design Validator improvements including the ability to view results only for the current selection.

- 3D Scene Object improvements including light intensity and split/parallel animations. See the User's Guide (section 10.5.15) for details. This Web page has a link to a video for the new 3D Scene object:

  • https://altia.zendesk.com/forums/21742356-Altia-Objects-and-Model-Libraries

- Monotype® font rendering option (requires license). This feature can be enabled from the View Ribbon.

- Video layer support for Layer Manager Object. See the User's Guide (section 10.5.4) for details on the Layer Manager. This Web page has a link to a video for the Layer Manager:

  • https://altia.zendesk.com/entries/58315276--Video-5-min-The-Layer-Manager

2.7   Altia Design 11.1 Improvements

- Design Validator: A new feature for analyzing Altia Design projects in real time to identify problems early in the development process. Can be configured for a specific DeepScreen product providing hardware specific analysis results. This Web page has links to videos for the new Validator Pane and Debugger Pane:

  • https://altia.zendesk.com/forums/21740921-The-Altia-Design-11-Interface

- 3D Scene Object: A new object for showing and managing 3D models in an Altia Design project. New User Interface for viewing 3D models.

- Multi-Plot Object: A new object for creating multi-line plots. This object is highly configurable and capable of using the AltiaEx API for external data management. See the User's Guide (section 10.5.8) for details. This Web page has a link to a video for the Multi-Plot Object:

  • https://altia.zendesk.com/forums/21742356-Altia-Objects-and-Model-Libraries

- Debugger: A new feature for tracing event traffic within an Altia Design. Includes an Event Log with filter feature to track event traffic. In addition the Debugger has a Watch list for creating custom lists of events to watch. This Web page has links to videos for the new Validator Pane and Debugger Pane:

  • https://altia.zendesk.com/forums/21740921-The-Altia-Design-11-Interface

- Arabic Text Shaping: All text entered into Altia Design will now be shaped resulting in glyph substitution and proper bidirectional layout. This includes static text (labels), Text-IO objects, and Multiline-Text objects. Text Shaping can be enabled/disabled from the View Ribbon. Text Shaping is disabled by default for backwards compatibility. Here is a video link for Arabic Text Shaping:

  • https://altia.zendesk.com/entries/56493498--Video-3-min-Text-Shaping-for-Right-to-Left-Languages

- New Configuration GUI for Layer Manager Object. This new feature makes it easier to manipulate Display Objects. A Display Object is used to configure

screen layers for a DeepScreen embedded target that supports layers. See the User's Guide (section 10.5.4) for details on the Layer Manager. These Web pages contain links to videos for the Display Object and Layer Manager:

- https://altia.zendesk.com/forums/21742356-Altia-Objects-and-Model-Libraries

- https://altia.zendesk.com/entries/58315276--Video-5-min-The-Layer-Manager

3.0 System Configuration Requirements and Software Installation Details

3.1 System Configuration Requirements

This release of Altia Design for Windows supports Intel® Pentium® and Core™ processor personal computers running Microsoft Windows XP, Windows 7, or Windows 8. A minimum processor speed of 1 GHz is required (2 GHz is recommended for editing typical designs).

A display and graphics card with 32-bit color and at least 1600x900 pixel resolution is required (higher display pixel resolutions are recommended for editing typical designs). Altia Design requires a minimum of 2GB of RAM for Windows XP, 4GB for Windows 7/8. For editing typical designs, 4 GB of RAM is recommended for Windows XP, 6 GB for Windows 7/8). The installation itself requires approximately 300 MB of hard disk space. Additional hard disk space is required for designs that you create.

3.2 Installing the Software

If the software was made available as a self-extracting InstallShield executable file download (a download link to a file with an `.exe` extension), simply execute the `.exe` file after downloading it.

During the software installation, be sure to choose a destination folder that does not contain another version of Altia Design or any other software product. The recommended destination folder is `c:\usr\altia113Build8131`.

3.3 Running Altia Design 11

Installing the software creates a new Windows software program group: **Start > Programs > Altia > Altia Design > Altia Design 11.3 Build 8.13.1**. The new software program group contains various options including the **Altia Editor** option to start the Altia Design editor and other options to open manuals and tutorials.

When the editor starts, it displays a **Welcome** dialog like this:
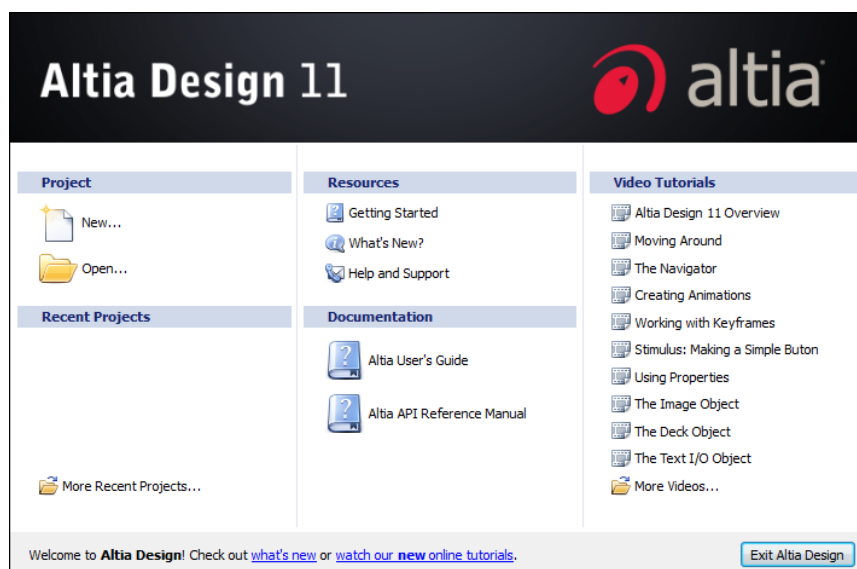
All commonly performed startup actions are available with a single mouse click from the Welcome dialog.   This includes creating a new design project, opening an existing design project, or selecting a recent design project.   The five most recent design projects will appear under the Recent Projects section of the dialog. Selecting a recent project will immediately open the file for editing.

Quick links for help resources, documentation, and video tutorials are also available in the Welcome Dialog.

3.4   Licensing

This software requires a properly installed license (`.lic`) file to run.

If you have an existing Altia Design 11.x or newer software installation, copy all Altia FLEXlm license (`.lic`) files from the existing Altia Design 11.x or newer software installation **license** folder to the **license** folder of this new release. For example, if Altia Design 11.0 is installed in `c:\usr\altia11Build6361` and the new release is installed in `c:\usr\altia11Build791`, copy the `.lic` files from `c:\usr\altia11Build6361\license` to `c:\usr\altia11Build791\license`.

If your existing software is Altia Design 10.2 or older and you do not have an updated license (`.lic`) file to run Altia Design 11.x or newer software, please contact Altia support (support@altia.com or support.altia.com) to request an updated license file. To expedite your request, please attach your existing license (`.lic`) file.

If this is a new purchase and you have not yet requested a license (`.lic`) file from Altia, please contact Altia and provide a computer host identification number. See the Altia Design software installation `flexlm\README.txt` file for instructions to determine a computer's host identification number. For example, if Altia Design is installed in `c:\usr\altia11Build791`, open the file `c:\usr\altia11Build791\flexlm\README.txt` and read the section "**Determining a Computer's Host Identification Number**" for instructions. If the purchase is for a node locked license (i.e., a license locked for use on a specific computer), get the host identification number for the specific computer. If the purchase is for a floating license (i.e., a license available on the network for use by multiple computers), get the host identification number for the computer designated as the server machine. Please contact Altia support (support@altia.com or support.altia.com) and provide the computer's host identification number.

If this is a new purchase and you have a license (`.lic`) file provided by Altia, copy the license file to the Altia Design license folder. For example, if Altia Design is installed in `c:\usr\altia11Build791`, copy the license file to `c:\usr\altia11Build791\license`. If the purchase is for a node locked license (i.e., a license locked for use on a specific computer), license file installation is complete and you are ready to run the Altia Design software on the specific computer. If the purchase is for a floating license, it is necessary to setup and run the Altia FLEXlm Server software on the computer designated as the server machine. Please see the next section for details.

Windows 7/8 FLEXid USB Key Support Note: Windows 7 and Windows 8 do not support the FLEXid USB hardware key as of April 2013 because there is no Windows 7/8 compatible driver.

3.5   Installing the FLEXlm Server on Windows for Floating Licenses

Installing the Altia FLEXlm Server is only applicable for a FLEXlm floating license configuration.   Licenses configured for a single machine do not require the Altia FLEXlm Server.

If new DeepScreen floating licenses have been purchased that require the installation of an Altia FLEXlm Server on a PC Windows machine, open the Altia Design software installation `flexlm\README.txt` file for help.   For example, if Altia Design is installed in `c:\usr\altia`, open `c:\usr\altia\flexlm\README.txt`.

3.6   Altia Runtime

Altia Runtime is the run-only version of Altia Design.   Altia Runtime is the following files in the Altia Design software installation:

- `bin\altiart.exe`
- `bin\colors.ali`
- `bin\fonts.ali`

See the *Altia Runtime* chapter of the *Altia Design User's Guide* for more information. To open the *Altia Design User's Guide*, choose **Manual and Tutorials** > **Manual - Altia Design User's Guide** from the Altia Design software program group.

4.0 Altia Design 11 Resolved Issues

This section describes issues that have been resolved for each of the Altia Design 11 releases.   Additional details on the Classing Feature can be found in Section 6.0.

4.1   Altia Design 11.3 Build 8.13.1 Resolved Issues

- US4751: Updated demo launcher application with new demos for the Altia 11.3 release.

- DE1076: Fixed Validator "Missing File" rule so directories would not pass the rule check.   Also updated the "Selected Objects" Tab to preserve the filtered list as rules are removed or added to the list.

- DE1094: Fixed issue with Multi-Plot object where a point set to NAN would still draw if it was the first point in the buffer and the second point was a valid number.   This issue only occurred in X/Y plot mode (plot period set to zero).

- DE1080: Changed the default state of "Scale/Stretch Affects Text" option on the View Ribbon to true (checked).   This option is also saved in the .rtm file for every design.   The default state will not override the contents of the .rtm file when a design is opened.   The change results in a better User experience when creating custom animations involving scale/stretch transformations.

- DE1083:   Fixed draw issue when using nested objects that draw to off-screen buffers.   This includes Alpha Mask, Layer Manager, and Snapshot objects.

- US5395 - The view rendered by the 3D Scene object now matches the view in Maya when camera attributes are set correctly. See the section on the 3D Scene object in the User's Guide for details.

- DE1084 - Fixed an issue where the 3D Scene object doesn't load the scene file when imported from XML.

- DE1074: Fixed issue where pressing ESC would close the 3D Viewer Window.

- DE1079: Fixed issue with 3D Scene object where animating the entire 3D Scene object using custom animations defined in the Animation Editor would sometimes cause the 3D Scene object to render using wire-frame mode.

- US5919: Added new "mode" animation to the Alpha Mask Object. A mode of '0' (normal) has the same behavior as earlier versions of the object. A mode of '1' (inverted) will invert the Mask before it's combined with the Content.

- DE275: Added helpful title text to the Add/Edit Connection dialogs.

- DE482: Changed descriptive text for "Image Not Trimmed" rule in the Validator.

- DE464: Fixed precise scale will now scale text when the "Scale/Stretch Affects Text" option is enabled on the View Ribbon.

- DE269: Fixed dockable panes such that the minimized state is remembered from session to session when docked.

- US5895: Fixed a Dynamic List Object issue where Altia is unable to retrieve text animations from within the data set using control code external to the DLO and its children. The control code will always use a numerical zero value when trying to assign text animations from the data set to other animations.

- DE1042: Fixed a Layer Manager issue where the display would not update when children changed depending upon the position of the children within the Layer Manager layer.

- US2666: The Navigator will now show the object hierarchy collapsed immediately after opening a design.

- US818: END statements in the Control Code Editor will now appear at the same indent level as the associated starting statement (i.e. WHEN, IF, LOOP, etc.).

- US2184: The tool-tip for the Rename Animation button on the Home Ribbon now includes the keyboard shortcut (Ctrl+H).

- US1401: Precise Scale now defaults to percent units instead of pixel units. Precise move default values change to match the copy-paste offset.

- US1133: The SHIFT key is now used with the draw tools (ellipse, rectangle, line) to constrain the draw (circle, square, 45-degree angle line).

- DE1077: Fixed a redraw issue where an Alpha Mask Object would stop updating when placed inside a clip object.

- DE569: Fixed issue where upper ASCII characters were ignored in the Control Code Editor after the code was saved.

- DE566: Fixed crash in Animation Editor when trying to delete a state on the key-frame slider after deselecting the current selection on the canvas.

- DE492: The Control Code Editor will now convert all double-quote characters in comment lines to single-quotes. Double quotes are not allowed in control code comments.

- DE721: The Editor will now prompt for save when closing a .dsn after changing an Object's "Documentation Name" property using the Navigator.

- DE781: Fixed crash that occurred when setting the layer_format animation of a Layer Manager Object to a value of '7'.

- DE1029: Fixed crash that occurred when using the altiaPopToTop builtin animation followed by clicking a card in a deck that was popped in the Navigator.

- US5775: Improved performance when loading a skin or language configuration file using the Skin Object or Language Object.

- DE1045: Fixed the algorithm used for exporting a skin configuration file so parent container objects are listed before child objects. This addresses load issues when a parent is assigned a position in the skin file.

- DE1047: Fixed a Dynamic List Object issue where importing a DLO from XML into a .dsn that already used the Object ID specified in the XML would result in some data set animations not being renamed and therefore disconnected from the children inside the DLO. This issue has been fixed.

- DE1048: Fixed a Dynamic List Object issue where list data would change after updating an instance of the Dynamic List Object from a base class of the Dynamic List Object.

- DE1053: Fixed a Dynamic List Object issue where renaming an animation in the data set while focused into the Dynamic List Object would cause the animation to be flagged with a warning icon. The issue was visual only and has been fixed.

- US5823: Fixed a Dynamic List Object issue where mouse stimulus could be off by one pixel due to rounding. All stimulus calculations now performed using floating point math operations.

- DE1054: Fixed a Dynamic List Object issue where the User is not prompted to save when closing a design after modifying DLO data using the action or numitems animations.

- DE1055: Fixed a Dynamic List Object issue when importing XML. Cards for Deck Objects could be combined if the deck was a child of the DLO and the initial value of the deck card animation didn't match the current value of the deck card animation.

- DE1044: Fixed a Dynamic List Object issue when trying to set the _curitem animation to the _itemstimulus value in a control code WHEN statement that was triggered due to stimulus on a DLO child. The setting of _curitem in this case was ignored.

- DE1046: Fixed a Dynamic List Object issue where setting the _zorder animation to 4 would result in the same effect as setting the _zorder animation to 0. Undefined animation values should have no effect.

- US3972: Added support for custom extensions.

- DE1030: Fixed content dimensions in the Dynamic List Object which would show one pixel too large for the dimension matching the layout type. In addition, when using wrapping but no wrap occurring due to item count, the content dimensions would be one item too small for the dimension matching the layout type.

- DE1031: Fixed a Dynamic List Object issue where the _insert animation would not function if the number of items in the list was zero.

- DE1032: Fixed a Dynamic List Object issue where the Text-IO _length animation would not appear to change when the Text-IO object was located inside a Dynamic List Object.

- DE1033: Fixed a Dynamic List Object issue when using an empty string for text data. All empty strings will now be treated as single space strings in order to properly clear Text-IO objects.

- DE1034: Fixed a Dynamic List Object issue when using _alignment value of 3. The value 3 will no long affect the appearance of the Dynamic List Object.

- DE1035: Fixed a Dynamic List Object issue where the _curitem animation would not route to the children when the list had an empty data set.

- DE1036: Fixed a Dynamic List Object issue where fling stimulus could cause corruption of the universe transform, resulting in the Dynamic List Object changing position.

- DE1037: Fixed a Dynamic List Object issue where an Alpha Mask would not update when configured for each item in the list.

- DE1040: Fixed missing Video list and Message of the Day in the Welcome Dialog.

- US4740: Improve the Dynamic List Object User Experience with the following updates:

  - The User can now control the order in which the data set animations are sent to the children. The order is indicated by the column order in the Dynamic List Object data table.

  - Replaced the Manage Data Set dialog with a new and improved dialog which allows Users to quickly add and remove data, as well as change the order in which the data animations appear in the data table.

  - Added tool tips to the individual cells in a column when the cells are grayed out due to a missing child animation.

  - Context menu commands to move an item up or down in the list of item data will now gray out if the item is at the top or bottom of the list.

  - Adding the first new item in an empty list will now initialize the item data using the current animation values of the children in the list.

- US4413: Updated Altia Design Editor User's Guide to describe the 3D Custom Object ID's feature.

- US5174: Added the ability to change light intensity in the 3D Viewer window.

- US5177: Removed references to time on the timeline of the 3D Viewer window.

- US5178: Updated navigation icons in the 3D Viewer window.

- US5182: Removed unused camera information from the 3D Viewer window.

- US5181: Added the zoom extent button to the 3D Viewer window. This button does the same thing as the Home key.

- US5179: Removed the ability to select a point light as a point of view in the 3D Viewer window.

- US5180: Updated light avatars in the 3D Viewer window.

- DE1024: Fixed an issue where the light intensity in the 3D Viewer window as not updating when changed from elsewhere.

- US5005: Changed order of Mask and Content groups in the Navigator for Alpha Mask Objects. Added dashed outline to Alpha Mask Objects when selected to aid in setting object size using the width and height animation. Lastly the name of the object will appear as "Mask Object" instead of "Alpha Mask" in the User Interface.

- US5334: Added Layer Groups to the XML import/export feature.

- DE737: Fixed missing layer names in the XML import/export feature. Also fixed issue where empty layers would not appear in the exported XML.

- US5461: Improved Dynamic List Object User Experience with the following updates:

  - Animations in the Data Set which are not associated with a child (either as an animation, control code WHEN statement, or Stimulus) will be identified in both the Object Manager and the Validator.

  - The data table for a Dynamic List Object can be navigated using ENTER and TAB (including the use of SHIFT with those keys) to quickly edit columns or rows of data. The data table is located in the Object Manager pane.

  - The DLO will now show a dashed outline when selected. This aids with sizing the DLO using the width and height animations. The previous behavior of showing an "X" graphic when the DLO is empty has been removed.

- Feature F117: Custom IDs for 3D Scene Object animations. Refer to the documentation on how to use this new feature.

- Incident DE922: Fixed crash when setting width of a 3D Scene larger than 1024 pixels.

- Incident US3606: Improved usability of Alpha Mask object by changing name of color and alpha cards as well as the "card" animation which is now "container" for all Alpha Masks in the Models Library. The icons for the Alpha Mask and its two container cards have been updated with the latest artwork in the Navigator and Info Panes.

- Feature F104: Dynamic List Object for Altia Design

- Incident DE852: Fixed crash when pressing CTRL-C in the Animation or Connection Panes without a valid selection in the list within the pane.

4.2   Altia Design 11.2.2 Beta Build 8.3.0 Resolved Issues

- Incident DE828: Fixed issue where applying a color to an Alpha Mask Object would not change the color of the children in the "color reference" card of the Alpha Mask Object. Graphical attributes will now be passed to the children, however the children will not redraw until they change.

- Incident DE831: Fixed issue where Alpha Mask object would be processed as a Group in the Validator resulting in warnings and errors meant only for groups.

- Incident DE829: Fixed issue where child objects of an Alpha Mask object would vanish while focused into the Alpha Mask. This would occur when the objects were significantly outside the draw region of the Alpha Mask (as indicated by the dashed lines on the canvas).

- Incident DE615: Fixed spelling error in 3D Model Viewer Pan with the word "length".

- Incident US4181: Updated Altia Design User's Guide to include a section on the new Alpha Mask object.

- Incident US3879: New code generation option when using 3D Scene object that allows the object to use mesh files without a file system. For this option, the mesh files will be compiled into the binary asset data in the DeepScreen generated code.

- Incident DE684: Fixed issue where the mesh file animation for the 3D Scene was not reported as a string animation which created the incorrect appearance in the Animation Editor.

- Incident DE775: Updated precise adjustment dialogs (move, scale, rotate) so they remember the previously entered values.

4.3 Altia Design 11.2.1 Beta Build 8.2.0 Resolved Issues

- Incident US3557: Added support for new Alpha Mask Object. This powerful object can be added using the Alpha Mask Model Library (accessible from the Insert Ribbon).

- Incident US3240: Added checkboxes in the Code Generation Options Dialog for code optimizations (bit-fields, Text IOs, and superfluous groups). These appear under a new group heading titled "Optimizations". The Code Generation Status Dialog will show warnings when these optimizations are disabled.

- Incident US2075: Object reserved properties (Name, Description, etc.) should not be grayed out for the property value. This is fixed so only the first column (Property) is grayed. The text in the second column (Value) will now appear in the normal color (not grayed out).

- Incident DE664: Text I/O objects with sibling justification do not find the proper sibling when the parent object is a Deck or Layer Manager. This occurs when the text for the Text I/O is changed but the Deck or Layer Manager has a different active card/layer. This fix will not function in DeepScreen unless the DeepScreen target has the same fix in the DeepScreen Engine code base.

4.4 Altia Design 11.2 Build 8.1.0 Resolved Issues

- Incident DE630: XML export of Image Objects with a mask file containing double quotes or newline characters now functions correctly.

- Incident DE618: Text I/O: The "length_mode" animation default value on design file open is now forced to a value in its valid range of 0 thru 4. This is more consistent with the handling of out-of-range values for other Text I/O mode animations. In addition, the "length_mode" is now kept in its valid range like other Text I/O mode animations if it is changed at execution time. If it is given a value outside the range of 0 thru 4, it is internally set to 0 which means it is disabled. This is also more consistent with other Text I/O mode animations.

- Incident DE612: Fixed reflection map logic for the 3D Scene Object.

- Incident US3075: Modified the scene animation so a value of zero resets the key frame animation sequence.

4.5   Altia Design 11.2 Beta Build 8.0.0 Resolved Issues

- Incident DE547: Editor not properly setting the Monochrome option during code generation for version 5.x DeepScreen targets.

- Incident DE545: Fixed Editor crash which occurs after loss of connection to the flexlm floating license server.

- Incident DE488: Fixed an issue where pasting a property in the Property GUI does not work if you change focus levels or select a different object after copying.

- Incident DE600: Fixed issue where the "show out of focus" checkbox would not reflect the proper state after opening a .dsn.

- Incident DE607: Fixed issue with Validator Object Format rules which did not process children of children within a layer in the Layer Manager.

4.6   Altia Design 11.1.1 Build 7.10.1 Resolved Issues

- Incident #2708: Changed how video was captured when using the Video Layer feature so that the Windows Clipboard is not used. This allows copy-and-paste operations to be performed unhindered while a Video Layer is active.

- Incident #2744: Fixed a crash when using an invalid mesh file name with the 3D Scene Object.

4.7   Altia Design 11.1.1 Beta Build 7.10.0 Resolved Issues

- Incident #2738: Fixed a number of issues with MultiPlot Object including line appearance, fill appearance, performance, external API, etc.

4.8   Altia Design 11.1.1 Beta Build 7.9.1 Resolved Issues

- Incident #2723: Fixed crash in 3D Scene Object when loading a scene with mixture of objects with different reflection assignments.

- Incident #2678: Fixed several minor Validator issues including:

  • Inconsistent scroll behavior for "Selected Objects" problem list

  • "Selected Objects" problem list showing all problems when performing a manual (not real-time) validation exercise.

  • Further tweaks to an Undo operation of a drag-and-drop from a Model Library.

  • Improved sorting of the new Object Id column so it does a numerical sort instead of a textual sort.

4.9   Altia Design 11.1.1 Beta Build 7.9.0 Resolved Issues

- Incident #2623: Fixed crash when repeatedly performing copy-paste-undo-paste-undo-etc. cycles on a Layer Manager object.

- Incident #2678: Fixed issue where layers and layer groups could not be deleted from the Layer Manager User Interface if confirmation popups were disabled.

- Incident #2680:   Fixed crash when opening a very large .dsn file while simultaneously clicking in the Navigator pane.

- Incident #2681: Fixed crash when attempting to adjust transparency on a Snapshot or 3D Scene object.

- Incident #2682: Removed "Move Card Up/Down" context menu item from the Navigator (functionality never implemented).

- Incident #2683: Fixed crash when attempting to change the layer number for a layer in the Layer Manager using the Navigator.

- Incident #2688: Improved functionality of the "Missing File" rule so it will not generate an error for images/sounds shipped with Altia Design.

- Incident #2700: Fixed a number of Validator usability issues including:

  • Undo of a drag-and-drop from a Model Library does not clear problems from the problem list when Real-time Validation is enabled.

  • Highlighting from a Find operation was applied to all problems in the problem list instead of for problems matching the search criteria.

  • Split the object column into Object ID, Object Type, and Object Name columns for more flexible sorting options in the problem list.

  • Revised appearance of "auto-fix" button to look more like a button

  • Changed "Validate" button to a multi-function, split button to easily change Validator settings.

  • Added "Selected Objects" tab to the problem list to show problems only for the selected objects on the editor canvas.

4.10 Altia Design 11.1 Build 7.8.3 Resolved Issues

- Incident #2586: Improved Debugger Filter Usability. The filter checkboxes will retain state after the log is cleared. The filter is only reset when opening a design.

- Incident #2585: Fixed issue where changing the rule set in the Validator did not mark the design requiring a save.

- Incident #2581: Improved tooltips for the Debugger.

- Incident #2577: Improved tooltips for the 3D Scene Viewer.

- Incident #2572: Fixed issue where color selection in the Property Editor was not allowing RGB(0, 128, 0).

- Incident #2568: Fixed issue where 3D Scene object was treated as a Raster in the Validator.

- Incident #2556: Fixed rare crash when closing a view while the Stimulus Editor is drawing region overlays.

- Incident #2555: Improved startup performance for the Debugger when opening large design files and using client applications.

- Incident #2554: It is now possible to deselect the currently selected item in the Property Edit dialog.

- Incident #2550: Fixed an issue where a .dsn was not marked as "save required" after renaming animations.

- Incident #2549: Fixed rare crash when using an invalid ALTIAHOME environmental variable.

- Incident #2547: Fixed rare crash that could occur when using the "altiaErrorOutput" builtin animation.

- Incident #2545: Comments in Control Code are now allowed on lines before an ELSE or ELSEIF statement without breaking the IF-tree logic.

- Incident #2542: Fixed an issue where drag-and-drop in the Navigator would sometimes reverse the z-order of the objects after the drop.

- Incident #2540: Fixed issue where .png and .jpeg files would not load in an Image Object if the file extension was not all lower case characters.

- Incident #2531: Changed scaling feature to allow negative width and height values (for horizontal and vertical mirroring of an object).

- Incident #2521: Fixed issue where MultiPlot Object x-axis zoom was not functioning correctly with multi-line plots.

- Incident #2520: Fixed issue where MultiPlot Object axes setting were not changing on resize.

- Incident #2527: Fixed an Editor crash when an object is selected and it has a property whose underlying animation is missing (because it was previously deleted).

- Incident #2529: Fixed issue where the layer color animation for a Display Object (now Layer Manager) does not work from a client.

- Incident #2519: Added new Layer Manager GUI and Layer Group feature.

- Incident #2514: Fixed issue with MultiPlot Object where zoom-reset was not functional for X-axis in stripchart mode with auto-scale turned on.

- Incident #2513: Fixed inability to change sample period with MultiPlot Object while zoomed

- Incident #2510: Fixed sample rate issue with MultiPlot Object

- Incident #2503: Added initial Object Configuration GUI (right-click on a Display Object on the canvas and select "Configure…").

- Incident #2502: Added support for "show out of focus objects" in the Display Object.

- Incident #2512: Added support for light intensity in the 3D Scene Object.

- Incident #2500: Fixed issue where Validator was not checking for transparent pixels in Image Objects until the objects were first shown.

- Incident #2499: Fixed issue where Validator was detecting a transformation on objects in hidden cards of a deck when the objects were not transformed.

- Incident #2490: Fixed issue where MultiPlot was drawing lines when width or style set to zero.

- Incident #2489: Fixed Issue with MultiPlot when using NaN on decimated traces.

- Incident #2485: Fixed memory leak in 3D Scene Object which occurs after deleting an object from a .dsn file.

- Incident #2493: Fixed Validator crash which can occur with background validation after undoing an "uninstance" operation on a classing instance.

- Incident #2467: Added support for monochrome font rendering.

4.11 Altia Design 11.1 Beta Build 7.4.1 Resolved Issues

- Incident #2462: Fixed issue where selecting "Instance Obj" in the Find Criteria Dialog would not find any classing instances.

- Incident #2449: Fixed issue where Rotate Tool cursor had its hot-spot out of position. The hot-spot is now at the tip of the arrow on the cursor.

- Incident #2438: Add new Multi-Plot Object

- Incident #2429: Added new Debugger feature

- Incident #2434: Added automatic validation when generating code

- Incident #2436: Added ability to show wireframe in the 3D Scene viewer.

- Incident #2421: Added support for Validator Rules packaged with DeepScreen 7.0 Targets

- Incident #2366: Added support for DeepScreen 7.0 Targets

- Incident #2287: Added Design Validator

- Incident #2181: Added 3D Object and Scene Viewer GUI

- Incident #2366: Added Arabic Text Shaping

- Incident #2371: Added new UI for editing text

- Incident #2386: Fixed copy/paste crash in Stimulus Editor

- Incident #2401: Fixed Navigator crash when deleting objects

- Incident #2398: Fixed timer redefinition in Stimulus Editor (was not applying to the correct object)

- Incident #2402: Fixed issue with Multiline-Text objects where text with HTML color tags could not be edited by double-clicking the object on the editor canvas.

4.12 Altia Design 11.0.1 Build 6.44.0 Resolved Issues

- Incident #2342: Fixed the following visual appearance issues:

  • Tooltip change for Advanced Options in Animation Editor.

  • Tooltip change for Outline Color and Fill Pattern advanced animation options in the Animation Editor.

  • Removed non-functional help button on the toolbars for the Property Edit Dialog, Add Connection Dialog, and Find Criteria Dialog.

  • Tooltip change for Font Charset in the Find Font Criteria Dialog.

  • Navigator Editor will now pop to the top of the tabbed dock region when selecting an associated result from the Find Results list in the Find Editor.

- Incident #2349: The Deck and Clip model libraries contained Deck and Clip objects with fractional components in their transforms. These fractional components are unwanted and can make their way into DeepScreen generated code. The transforms for the Deck and Clip model libraries are now clean.

- Incident #2346: Classing - After an **Instance > Update Instance** operation, Instances in hidden cards of Decks were not getting their object ID numbers updated. This would result in some objects having duplicate object ID numbers.

This is not desirable and will cause objects in DeepScreen generated code to draw in the wrong locations. This issue is fixed.

- Incident #2341: Fixed issue with tooltips in the Stimulus Editor when selecting different stimulus region types.

- Incident #2336: Some DeepScreen Targets were not showing document links in the Code Generation Dialog. This is fixed and document links will now appear.

- Incident #2335: Tab characters used in place of space characters in the Control Editor could cause text processing errors for control code. The Control Code Editor will now replace some tab characters with space characters as appropriate to preserve the integrity of the control code. Also corrected tooltips in the Statement Palette for OR and EXPR items.

- Incident #2318: Fixed issue with processing EXPR statements in control code where the expression contains an animation which is a string type. Processing the EXPR statements could crash the Editor under certain conditions. This issue is fixed.

- Incident #2300: Allow multiple line text for the Text Input Dialog. This dialog is used when changing the text for animations and properties.

- Incident #2261: Improved performance of Find Result table.

- Incident #2262: Show progress dialog on file open.

- Incident #2266: Enabled Full-Screen Code Generation Option in the Code Generation Dialog. See the tooltip for new item in the Dialog to view details on Full Screen code generation.

- Incident #2267: Fixed issue where renaming animations could erroneously modify control code CALL statement parameters. This problem existed only with CALL statements that have more than one parameter in the parameter field. For this fix to take effect, the control code must be edited so the internal structures will be updated (i.e. go to the control code editor, modify a line by adding a trailing space, and press the APPLY button so the control code is rebuilt).

- Incident #2243: Fixed issue displaying floating point numbers with five or more digits of precision.

- Incident #2237: Improved performance of Stimulus Editor.

- Incident #2235: Improved performance of Property Editor. In addition, the Property Editor will now properly display the color #00FF00 (green).

- Incident #2228: Improved performance of Connection Editor.

- Incident #2227: Improved performance of Animation Rename Dialog. In addition, inline animation renaming will now function properly.

- Incident #2225: Improved performance of Animation Editor. In addition, inline animation renaming will now function properly

- Incident #2192: Classing - The logic for automatically renaming Instance animation names on an **Instance > Update Instance** operation is improved when Instances contain other Instances.

- Incident #2078: Classing - A Color property setting on an Instance could be lost if the Instance was in a hidden card of a Deck at the time of an Instance update on the Deck. The Color property setting was changing to the setting of the Base Object instead of the setting put on the Instance by the user. This issue is fixed.

- Incident #1916: Improved performance of "Select All" when selecting more than 50 items.

- Incident #0374: Classing - Immediately after an **Instance > Update Instance** operation, for an Instance with color properties, the settings for the color properties sometimes did not show in the Property Dialog. This issue is fixed.

4.13 Altia Design 11.0 Build 6.36.1 Resolved Issues

- Incident #2141: Fixed an issue where Altia Runtime dialogs would appear with foreground and background colors of #999999, making the dialogs appear blank, or empty. This issue has been fixed.

- Incident #2139: Fixed a race-condition crash when jumping between different layers of a Display Object in the Navigator while using the Animation Editor.

- Incident #1928: Classing - On an **Instance > Update Instance** operation, an animation name like 10_341_push_on_value can change to 10_34_1_push_on_value. This has been fixed.

- Incident #2080: Classing - On an **Instance > Update Instance** operation, if the only changes for the new Base Object are child objects that are translated, or transformed in such a way that they do not change their size, Instances are not updated because no changes are detected. This has been fixed.

- Incident #2119: Flash Player Model Library removed from product installation. This feature is no longer supported.

- Incident #2120: Classing - The **Update Instance** button will now be enabled for any non-empty selection set.

- Incident #2121: Classing - The dialog for confirming an existing Instance update has been updated to show a more accurate confirmation message.

- Incident #2122: Connect GUI Overview Button will now open a web site for Altia 11.0 GUI Overview.

- Incident #2126: Classing – There are limitations to using Instances of Base Objects in other Base Objects. Please see the later section Classing Special Considerations and Limitations for details.

- Incident #2127: Built-in animations, "None" animation, and animations starting with "_global" will no longer be renamed on a prepend operation in the Rename Dialog.

- Incident #2131: Performance improvements made to the Rename Animation dialog.

- Incident #2128: Added liblan.a for i.MX6 Linux applications.

4.14 Altia Design 11.0 Beta Build 6.35.0 Resolved Issues

- Incident #0465: Classing - Instances can shift position on an **Instance > Un-Instance** operation. This is now fixed.

- Incident #1936: Classing - Un-instancing an Instance can sometimes crash the Editor because the Un-instance operation is not properly handling the creation of the regular object for a complex Instance. This is now fixed.

- Incident #2102: User can now Cut/Copy/Paste stimulus in the Stimulus Editor

- Incident #2103: Stimulus Timer Inc and Dec are now operable.

- Incident #2105: Control Editor Defects fixed

    • Routine parameters will now always be bracketed {}.

    • Condition list in Code Assistant is functional again.

    • Quotes at the start or end of a comment will no longer be removed.

    • The current selection will no longer be cleared when right-clicking it in the text editor (unless the User right-clicks a line outside of the selection).

- Incident #2107: Classing - Incorrect default Base Object paths were created when starting Altia Design 11.0 for the first time. The new behavior is to not create any default Base Object paths. The user can explicitly add their own paths from the **Instance > Edit Base Object Paths** option.

- Incident #2108: Welcome Screen Hides when pressing ESC and would not reappear during the Altia Design session. This issue has been fixed and ESC no longer hides the Welcome screen.

- Incident #2109: Quick Access Toolbar Undo and Redo buttons bypassed the internal state machine allowing the operations to be performed at inappropriate times (like during a distort operation). This issue has been fixed.

- Incident #2113: (US-1081) "altiaReadConnections" doesn't update the external connections without reloading the design [Zen 194]

4.15 Altia Design 11.0 Beta Build 6.34.0 Resolved Issues

- Incident #972: Classing: Paths to base object libraries will be saved as relative paths when possible. Designs that have not been saved yet (and therefore do not have a root directory) will always use absolute paths. Base objects taken from the Altia Models folder will always use absolute paths.

- Incident #2069: The User can now delete states for intrinsic animations in the Animation Editor.

- Incident #2070: Fixed crash in Connection Editor when right-clicking on the "no object selected" item in the list (Altia Support Ticket 170).

- Incident #2075: Navigator Style Updates: common GUI elements from Home Ribbon added to Attribute panel, search highlight color changed to yellow, and fixed show/hide icon scaling.

- Incident #2076: Control Editor Updates: Added a Cancel button to cancel changes without accepting them, the current line is preserved after pressing Accept, using ALT key sequences are now possible (foreign keyboard support), and non-printable characters will no longer appear in the text editor.

- Incident #2083: Fixed Editor Lockup when focusing into Display Objects and Decks using the Navigator and then changing animations on those objects (Altia Support Ticket 190).

- Incident #2059: Layer Documentation Property is now a string field instead of a numerical field.

- Incident #701: Classing: Added logic that removes unused based objects from a design when it is opened. This cleans up any deleted base objects from a previous Altia Editor session and reduces the size of the design file on the next save.

- Incident #594: Classing: When updating an instance that itself contained instances of another Base Object, Altia Design could crash. This issue is fixed.

- Incident #1896: Quotes in control code comments are no longer flagged as errors.

- Incident #1898: Dockable windows will now remember their undocked size when docking and undocking, as well as when minimizing and restoring. The undocked sizes persist only for the current Altia Editor session.

- Incident #1900: Fixed XML Import Issue where images were not displaying in imported Image objects because the current working directory was not changed to match the directory containing the .xml file.

- Incident #1921: Fixed issue where Animation slider was not jumping to previous in rare cases.

- Incident #2055: Backslashes in control code string literals are flagged as errors

- Incident #2084: Fixed crash when updating an instance that has properties (Altia Support Ticket 184)

- Incident #2085: Main Window Usability Improvements:

  • Model Library default path should be \models

  • Make default model library window 800x600

  • Precise Move button on Home ribbon appears in down state after using it until object is de-selected (Altia Support Ticket 161)

  • Checkbox for rulers on view ribbon is not checked at startup and it should be (Altia Support Ticket 182).

  • Clear Group Style button should not be available for groups without a style.

  • Changed CTRL-N to be "New Design"

  • Removed "Gear" icon tooltip from File ribbon tab

  • Updated attributes icon in Navigator

  • Changed the "Center Canvas" button icon in the canvas window.

  • Fixed issue where canvas vertical scrollbar arrows scroll in opposite directions (Altia Support Ticket 53).

  • Fixed issue where Zoom resets to 100% when canvas is changed (Altia Support Ticket 115).

  • Added User's Guide button to File/Help/Getting Started Menu

  • Added hotkeys for Edit/Run mode and show windows

  • Removed duplicate text from the tooltips for the Ribbon controls.

  • Removed Find button in the Control Editor until the feature is implemented (future release).

  • Replaced Model Libraries with new, improved versions

  • Swapped Generate and Cancel buttons in code generation window.

- Incident #2086: XML Export was not saving image data for image objects that were not visible in the design file. Fixed so all image data will be present in the export.

- Incident #2087: Code Generation Usability Improvements: Fixed incorrect tooltip for Builtins option (Altia Support Ticket 152), and removed code generation Graphic Objects option (Altia Support Ticket 151).

- Incident #2088: Stimulus Editor now supports Increment and Decrement options for explicit keys (Altia Support Ticket 111)

- Incident #2089: Adding stimulus to an existing object will now prompt User to save on exit (Altia Support Ticket 185)

- Incident #2090: The following options are now stored specific to a design file: "scale affects text", all grid options, "show out of focus objects".

- Incident #2091: Removed arrows from some buttons with drop-down menus.

- Incident #2093: Wording changes for Property Link Definition popup dialog.

- Incident #2094: Animation Editor slider does will now update current animation value when editing value directly in cell (Altia Support Ticket 155)

- Incident #2095: Navigator width/height attributes not protected for divide by zero. This issue is now fixed.

- Incident #2096: The Animation Editor Slider now works off of the currently selected item in the list disconnected from the animation name drop-down (Altia Support Ticket 157).

- Incident #2097: Special keys like SHIFT and CTRL can now be defined for key stimulus in the Stimulus Editor. NOTE: The TAB key cannot be used per Known Issue 1906.

- Incident #2099: The Animation Rename Editor will now replace prefixes correctly for indirect animations (animations starting with '@').

- Incident #2101: Hot-spots for drawing cursors moved from the top left corner to the center of the cross-hairs.

4.16 Altia Design 11.0 Beta Build 6.31.1 Resolved Issues

- Incident #2053. Fixed crash when exporting an Object Cross Reference for some designs.

- Incident #2047. Relative path calculation for Image Objects changed to use forward slashes instead of backslashes.

- Incident #1957. Clear transform does not update object size and position data on the Home ribbon.

- Incident #1958. Navigator is empty when showing find results for an empty find. It now shows a message stating there is nothing to show.

- Incident #1991. Property Editor - Keyboard shortcuts for Cut / Copy / Paste are now functional.

- Incident #2004. Save while focused in will now show a confirmation dialog allowing the User to "focus to top" and save.

- Incident #2007. Stimulus Editor not creating enabling and execute input commands correctly. This is now fixed.

- Incident #2011. Focus Hierarchy File Name Does Not Update on Save-As showing the previous file name instead. This is now fixed.

- Incident #2015. Control Code CALL statement is not formed correctly in the saved .dsn file. This is now fixed.

- Incident #2016. "External Resource Files" misspelled in code generation option dialog

- Incident #2017. Reset Popups Feature added to the View Ribbon to re-enable all popups previously checked as "do not show this again".

- Incident #2018. Confirm Insert Raster Feature dialog added when using the Import Picture button from the Insert Ribbon.

- Incident #2019. Set rightmost list columns to resizable in various columned lists.

- Incident #2021. Support for absolute vs. relative path to resource files.

- Incident #2022. Various cosmetic issues addressed including position, spacing, and colors for various User Interface elements.

- Incident #2035. Some "Open Design" mechanisms do not update the Recent Files list. All mechanisms of opening a .dsn file will now update the recent files and places lists.

- Incident #2036. Menu Button Arrow cosmetic issues

- Incident #2043. Docked title bar cosmetic issues

- Incident #2044. Run/Edit Mode Indication on the Canvas window. Now when in run mode, the top of the canvas window will change colors and present a run-mode help text message.

- Incident #1990. Menu button cosmetic issues

- Incident #1989. Animation Editor - Disable "Rename" context menu item when multiple items are selected.

- Incident #1897. Property Editor - Pasted properties default names not built correctly for a copy of a copy.

- Incident #1992. Property Editor - Highlight inline edit value fields

- Incident #1995. Rename Editor - Change action buttons to "Apply" and "Close".

- Incident #1993. Rename Dialog - Correct default item selection

- Incident #1994. Stimulus Editor – "Any" Key button fixes for keyboard stimulus. This type of key is now functional as a valid keyboard stimulus.

- Incident #2005. Find Editor doesn't select a graphic if it's in the current focus level and clicked on as a find result. This is now fixed.

- Incident #1990. Property Edit Dialog - Various usability adjustments

- Incident #1974. Code Generation dialog missing tool tips for options.

- Incident #1968. Statement Palette missing context menu and tool tips.

- Incident #1981. Text Edit Problems. Double-clicking to edit text did not accept the text changes when removing characters using the backspace key. Color and size could appear with the incorrect style. These issues are now fixed.

- Incident #1954. Color Picker Defects – RGB values not converted to HSV in a consistent method resulting in different HSV values depending upon how the color was approached in the gradient region.

- Incident #1922: The line weight menu for the Outline Style will appear blank (although the items are in the menu, they are not visible). The "custom line weight" menu item is visible and will bring up a width dialog that is fully functional. This is now fixed.

- Incident #1905. Hierarchy Display not updating when clicking on Find result.

- Incident #1970. Color Swatch Updates – adding a swatch from the picker dialog is now functional.

- Incident #1956. New cursors in canvas region for the various tool modes.

- Incident #1969. Navigator missing dynamic tool tips.

- Incident #1902. Zoom does not reset on file new/open.

- Incident #1927. Code gen options swapped for Timer and Control.

- Incident #1893. Property editor cannot enter color values using RGB syntax.

- Incident #1895. Canvas loses keyboard focus when interacting with GUI. The GUI now smartly sends key presses to the canvas if on non-interactive GUI elements.

- Incident #1941. Switching between different property types in dropdown on Property Input tab should retain user-entered data.

- Incident #1943. Property editor animation dropdown should be a combo box to allow manual entry of animation names.

- Incident #1944. Delete intrinsic animation confirmation dialog is now implemented.

- Incident #1976. ALT button shows ribbon hotkeys which prevents international keyboard usage. The ALT button is now autonomous and can be used in any GUI field. Pressing and releasing the ALT button by itself will switch keyboard focus to the Ribbon controls (which is standard for Windows). However using ALT + <key sequence> will function without switching keyboard focus. This is functional in any GUI element which accepts text input.

- Incident #1938. Animation editor not updating when changes are made to the Low and High values of animations.

- Incident #1937. Animation state slider incorrectly changing current value on state delete.

- Incident #1913. Connection Editor - Highlight remote link is now functional when a link is selected.

- Incident #1894. Property Editor - MLTO current line property not displayed correctly. This is now fixed.

4.17 Altia Design 11.0 Beta Build 6.26.1 Resolved Issues

- Incident #0273 and #0933. COPL AL00189: Undo of Clear Transform sometimes does nothing. This issue is fixed in Altia Design 11.0 Beta.

- Incident #1028. COPL AL00189: Undo of Clear Transform operation unexpectedly scales text that is in a scaled child group. This issue is fixed in Altia Design 11.0 Beta.

- Incident #1376 and #1481. A right-justified Text I/O object containing just one character has the wrong horizontal position compared to a right-justified Text

I/O object containing more than one character. This issue is fixed in Altia Design 11.0 Beta.

- Incident #1498. Text I/O objects can appear out of position by one pixel when right or center justified. This issue is fixed in Altia Design 11.0 Beta.

- Incident #1688. There can be unexpected transforms on text objects (Label, Text I/O, MLTO) when a complex Group with many objects is just stretched vertically or horizontally (i.e., not scaled symmetrically in the vertical and horizontal directions). This issue is fixed in Altia Design 11.0 Beta.

- Incident #1733. The Multi-Line Text Object (MLTO) can cause memory corruption when font tags are used. This issue is fixed in Altia Design 11.0 Beta.

- Incident #1746. The descent flag must be set in the Altia Design software bin/fonts.ali file for the font family MB222-Global otherwise the character descents are incorrectly positioned in Altia Design and DeepScreen. This issue is fixed in Altia Design 11.0 Beta (that is, the descent flag is set in bin/fonts.ali for the font family MB222-Global).

5.0 Altia Design 11 Known Issues

This section describes known issues for the current release of Altia Design 11.
Additional details on the Classing Feature can be found in Section 6.0.

5.1 General Editor and Runtime Issues

- Incident #0141: Editor - 8 point Arial font rendering issues for some characters

- Incident #0281: Editor - Slider object from sliders.dsn can display wrong result at or near zero.

- Incident #0537: Editor – Dragging components from a Models View into the editor can break connection links in some rare situations if the components have connection links between them.

- Incident #0590: Editor – Sending values to the built-in functions "altiaSetViewHeight" and "altiaSetViewWidth" fail to resize editor window.

- Incident #1181: Editor, Runtime and DeepScreen - Language object content does not support double-quote (") characters and it does not support multiple lines of content for MLTO.

- Incident #2708: Video capture for video layers in the Layer Manager will overwrite the Windows clipboard. Using copy/paste in Windows will always result in pasting the last video frame (as a Windows bitmap image). This issue will continue as long as video capture is active in either Altia Design or Altia Runtime.

5.2 Main Window Issues

- Incident #1904: The text for inactive ribbon tabs on the ribbon bar is hard to read when using a Windows 7 Aero Theme with a dark desktop background.

- Incident #1917: Using the transformation tools with multiple objects will always use a "center" anchor, regardless of the anchor widget setting.

- Incident #2058: Scaling a vector with a thick outline provides inaccurate results. This occurs when trying to set an absolute width and height using the width and height fields on the Home Ribbon (or in the Navigator Attributes panel). The error comes from an incorrect calculation of vector dimensions due to the width of the thick outline.

5.3 Property Editor Issues

- Incident #1899: The Property Editor does not show multiple lines of text for multiline text properties. The User can enter multiple lines of text using the Text Input Dialog, but only the first line will be visible in the editor.

5.4 Control Editor Issues

- Incident #1912: When editing control code, global variables declared in the control code block will be reset to zero when the edit is applied. The altiaInitDesign animation can be changed in the Animation Editor to reinitialize

the global variables (assuming there are "WHEN altiaInitDesign {}" statements in the code base).

5.5   Stimulus Editor Issues

- Incident #1906: The Stimulus Editor does not allow users to define a TAB keyboard stimulus.

5.6   Vector Path Object Known Issues

- Incident #0573: Vector Path Object - Incorrect rendering of imported .svg file.

- Incident #0574: Vector Path Object - Incorrect rendering of imported .svg file.

5.7   Blur Filter Object Known Issues

- Incident #0391: Blur Filter Object - Clipped within a deck. Upon rotation, part of object is cut off.

- Incident #0393: Blur Filter Object - Distort and scale issues for some input parameter.

- Incident #0394: Blur Filter Object - Distorted and rotated object is not drawn.

- Incident #0395: Blur Filter Object - Snapshot while rotating and scaling changes object position.

5.8   3D Scene Object Known Issues

- Incident #2711: 3D Viewer not tracking camera animations - When the user chooses to view the 3D scene through one of the defined cameras and the camera is animated, the 3D Viewer is not tracking the camera.

5.9   Mask Object Known Issues

- DE1068: Hierarchical draw attributes (like color) will propagate to the children of an Alpha Mask. Changing the draw attributes will not force a redraw of the Alpha Mask's buffers. The buffers will not update until a child inside the Alpha Mask changes (due to direct animation manipulation).

- DE1082: Rotating an Alpha Mask which contains sibling-justified Text objects can result in a change of text position when the Text objects receive new display text. This issue is not unique to the Alpha Mask object. Instead it's caused by trying to justify the text in the X-direction while the object is rotating. To minimize the problem, use a small sibling centered both horizontally and vertically with the text.

5.10   Dynamic List Object Known Issues

- DE1041: Leave stimulus can trigger on the wrong list item if the list items overlap such that the User can enter the leave region for one item, and then exit the leave region while over a second item.

6.0 Classing Feature

This section provides details on the Altia Classing Feature. This feature is described in the Altia Design User's Guide.

6.1   Classing Enhancements

- The Altia Design 10.2 **Instances > Import Changes from Base Object…** is now **Instance > Update Instance**. As in Altia Design 10.2, at least one Instance must be selected to perform an **Instance > Update Instance**.

- A new Classing feature is available, **Instance > Change Base Object**, to change the current Base Object for an Instance to a completely different Base Object. The new Base Object can be a different object (that is, have a different object id number) in the same design (`.dsn`) file as the current Base Object or it can be a different object in a different design (`.dsn`) file. The change is only applied to the selected Instance, not to any other Instances of the current Base Object. When **Instance > Change Base Object** is chosen, a dialog appears to select a file name and object id number for the new Base Object. Only enter the file name, not its full path. The path to the file name must already be included in the Model Path for the editor session (select **Instance > Edit Base Object Paths** to open the dialog showing the current list of Model Path directories and edit the list if necessary). There is currently no facility to browse design files for choosing a new Base Object. The file name and object id number must already be determined prior to opening the dialog. Be sure to press the **OK** button in the dialog after entering an object id number and/or file name. Just pressing <Enter> in a field is the same as pressing the **Cancel** button. A new Base Object (1) cannot itself be an instance and (2) must be the **same** type of object as the current Base Object (i.e., must be a Group if the current Base Object is a Group, a Deck if the current Base Object is a Deck, or a Clip if the current Base Object is a Clip). If conditions (1) or (2) are not met, the change is aborted and an error dialog is displayed with detailed information.

6.2   Classing Special Considerations and Limitations

- It is a good practice to create Base Objects with a common prefix on all animation names, stimulus names, and control code names. After a Base Object is copied as an Instance, the Rename Animation Dialog can be used to change a common prefix or add a new common prefix. Other options of the Rename Animation Dialog are disabled for an Instance because an Instance's animation/stimulus/control names must maintain a similar look to the Base Object's names so that the names can be processed correctly on Instance updates.

- When an Instance is selected, the functionality of the Animation, Stimulus, and Control editors are limited to viewing the current definitions. New definitions cannot be added and existing definitions cannot be modified or deleted. The Properties dialog allows changing of properties, not adding/deleting/redefining of properties.   The Connections dialog allows linking of connections, not adding/deleting/redefining of connections. In summary, underlying behavior and configuration of an Instance cannot be changed. Such changes must be edited on the Base Object and the Instances would be updated to the new version of the Base Object.

- Instances of a Base Object may only be used as (1) Child Instances of one other type of Base Object, or (2) Not as child Instances of any other Base Object. On copying an object as an Instance from a Models View or when updating Instances during an **Instance > Update Instance** operation, Altia Design will verify that all Instances are being used according to (1) and (2) above. If there is a conflict in the usage of an Instance, Altia Design will display a dialog with information about the conflict and will not copy the Instance from the Models View or not update the current Instances for the Base Object during an **Instance > Update Instance** operation. This limitation is Incident #2126 and will be fixed in a future release.

6.3   Altia Design 11.0 Resolved Classing Issues

- Incident #0223: Classing - If the Animation Editor is open at the time of an **Instance > Update Instance** operation, it does not reflect changes for the selected Instance object. You must unselect the Instance and reselect it for the Animation Editor to update its list area. This issue is fixed as of Altia Design 11.0 Beta 6.26.1.

- Incident #0309 and #952: Classing - In some corner cases, an **Instance > Update Instance** operation does nothing for an Instance that is known to be different from its Base Object and similarly there is a corner case where an undo of an **Instance > Update Instance** operation does nothing. These issues are fixed as of Altia Design 11.0 Beta 6.26.1.

- Incident #0348: Classing - When an Instance is scaled/stretched and it contains text (a Label, Text I/O or MLTO) and text is not affected by scale/stretch (because the Scale/Stretch Affects Text option in the Altia Design View menu is disabled which it is by default), the text in the Instance will not scale/stretch as expected. Unfortunately, on an **Instance > Update Instance** operation, it does scale (which of course it should not). This issue is fixed as of Altia Design 11.0 Beta 6.26.1.

- Incident #0350: Classing - Modifying control code (using the Control editor) on an Instance is not supported. The Control editor should be disabled when an Instance is selected. This issue is fixed as of Altia Design 11.0 Beta 6.26.1 (that is, the Control editor is disabled when an Instance is selected).

- Incident #0354: Classing - Modifying a property item (i.e., right click on it when it is showing in the Properties dialog and choose **Edit Property...**) for an Instance is not supported. Editing/adding/deleting a property should be disabled when an Instance is selected. This issue is fixed as of Altia Design 11.0 Beta 6.26.1 (that is, editing/adding/deleting a property is disabled when an Instance is selected).

- Incident #0359: Classing - An **Instance > Un-Instance** operation might leave remnants of selection handles around the object. This issue is fixed as of Altia Design 11.0 Beta 6.26.1.

- Incident #0360: Classing - An **Instance > Change Base Object** operation is not checking if the new Base Object is a regular object (i.e., not an Instance) and if it is the same type of object (i.e., Group, Deck or Clip) as the original Base Object. This issue is fixed as of Altia Design 11.0 Beta 6.26.1.

- Incident #0369: Classing - Instances are having nil font references when they should not. This issue is fixed as of Altia Design 11.0 Beta 6.26.1.

- Incident #0373: Classing - In some situations, it has been noticed that timer stimulus is failing for instances after an **Instance > Update Instance** operation. This issue is fixed as of Altia Design 11.0 Beta 6.26.1.

- Incident #0374: Classing - Immediately after an **Instance > Update Instance** operation, for an Instance with color properties, the settings for the color properties sometimes did not show in the Property Dialog. This issue is fixed as of Altia Design 11.0.1 Release 6.44.0.

- Incident #0465: Classing - Instances can shift position on an **Instance > Un-Instance** operation. This issue is fixed as of Altia Design 11.0 Beta 6.35.0.

- Incident #0479: Classing - If an Instance has a connection linked to another object's connection, the link is lost on an undo of an **Instance > Un-instance** operation. This issue is fixed as of Altia Design 11.0 Beta 6.26.1.

- Incident #0485: Classing - On an **Instance > Un-instance** operation, new object id numbers are assigned to the child objects of the un-instanced object. Instead, the object id numbers of the Instance should be reused. This issue is fixed as of Altia Design 11.0 Beta 6.26.1. Please note that a specific child object may not have exactly the same object id number after it is un-instanced; however, the set of object ids used by the instanced children will also be used by the un-instanced children and the id number of the top-level un-instanced object will be the same as the id number for that object before it was un-instanced.

- Incident #0486: Classing - Issue with instancing a Clip object. This issue is fixed as of Altia Design 11.0 Beta 6.26.1.

- Incident #0594: Classing - When updating an instance that itself contained instances of another Base Object, Altia Design could crash. This issue is fixed as of Altia Design 11.0 Beta 6.34.0.

- Incident #0598: Classing - For a Base Object that contains an object that animates its opacity, Instances of the Base Object are showing states defined to be fully opaque as fully transparent. For example, say state 0 is defined as transparent (0% opacity) and state 100 is defined as opaque (100% opacity). For states 0 to 99, the Instance will grow progressively opaque and then in state 100 it will go entirely transparent when it should be 100% opaque. This issue is fixed as of Altia Design 11.0 Beta 6.26.1.

- Incident #0599: Classing - In some situations, it has been noticed that selection handles are beyond the expected object size for an object copied as an Instance from a Models View (using the **Insert as Instance** mode). This issue is fixed as of Altia Design 11.0 Beta 6.26.1.

- Incident #0600: Classing - For Instances with internal connection links (that is, children of the Instance have their connections linked), undo of an **Instance > Update Instance** operation breaks the links. This issue is fixed as of Altia Design 11.0 Beta 6.26.1.

- Incident #0625: Classing - The Models View **Insert as Copy** logic is incomplete for copying a regular object that itself has children that are Instances. This issue is fixed as of Altia Design 11.0 Beta 6.26.1.

- Incident #0701: Classing - Added logic that removes unused based objects from a design when it is opened. This cleans up any deleted base objects from a previous Altia Editor session and reduces the size of the design file on the next save. This enhancement is added as of Altia Design 11.0 Beta 6.34.0.

- Incident #0703: Classing - **Instance > Un-instance** of a Clip object mangles its built-in animation names. This issue is fixed as of Altia Design 11.0 Beta 6.26.1.

- Incident #0971: Classing - COPL AL00168: **Instance > Update Instance** for a Base Object that uses a Clip object and no common prefix on the animations yields Clip x and y changes and unexpected renamed animations. This issue is fixed as of Altia Design 11.0 Beta 6.26.1.

- Incident #0972: Classing - Paths to Base Object libraries will be saved as relative paths when possible. Designs that have not been saved yet (and therefore do not have a root directory) will always use absolute paths. Base Objects taken from the Altia Models folder will always use absolute paths. This enhancement is added as of Altia Design 11.0 Beta 6.34.0.

- Incident #1553: Classing - After an **Instance > Update Instance** operation, objects in the Instance can have unexpected nil bg/fg/pattern/brush references. This issue is fixed as of Altia Design 11.0 Beta 6.26.1.

- Incident #1816: Classing - Setting a property on a Base Object makes that property seem like it was set by the user on all Instances (internally, the "dirty" flag is permanently set). This issue is fixed as of Altia Design 11.0 Beta 6.26.1.

- Incident #1831: Classing - If the only change on an **Instance > Update Instance** operation is a background color change, Instances do not update. This issue is fixed as of Altia Design 11.0 Beta 6.26.1.

- Incident #1843: Classing - If the Models Path contains an indirect path without leading .\ characters, the indirect path is not processed correctly. This issue is fixed as of Altia Design 11.0 Beta 6.26.1. An indirect path can contain a leading .\ or a leading ./ or a leading ..\ or a leading ../ or none of these (which is the same as .\).

- Incident #1928: Classing - On an Instance update, an animation name like 10_341_push_on_value can change to 10_34_1_push_on_value. This issue is fixed as of Altia Design 11.0 Release 6.36.1.

- Incident #1936: Classing – Un-instancing an Instance can sometimes crash the Editor because the Un-instance operation is not properly handling the creation of the regular object for a complex Instance. This issue is fixed as of Altia Design 11.0 Beta 6.35.0.

- Incident #2078: Classing - A Color property setting on an Instance could be lost if the Instance was in a hidden card of a Deck at the time of an Instance update on the Deck. The Color property setting was changing to the setting of the Base Object instead of the setting put on the Instance by the user. This issue is fixed as of Altia Design 11.0.1 Release 6.44.0.

- Incident #2080: Classing - On an Instance update, if the only changes for the new Base Object are child objects that are translated, or transformed in such a way that they do not change their size, Instances are not updated because no changes are detected. This issue is fixed as of Altia Design 11.0 Release 6.36.1.

- Incident #2107: Classing – Incorrect default Base Object paths were created when starting Altia Design 11.0 for the first time. The new behavior is to not create any default Base Object paths. The user can explicitly add their own paths from the **Instance > Edit Base Object Paths** option. This is an enhancement as of Altia Design 11.0 Beta 6.35.0.

- Incident #2192: Classing - The logic for automatically renaming Instance animation names on an Instance update is improved when Instances contain other Instances. This issue is an enhancement as of Altia Design 11.0 Beta 6.40.0.

- Incident #2346: Classing – After an **Instance > Update Instance** operation, Instances in hidden cards of Decks were not getting their object ID numbers updated. This would result in some objects having duplicate object ID numbers. This is not desirable and will cause objects in DeepScreen generated code to draw in the wrong locations. This issue is fixed as of Altia Design 11.0.1 Release 6.44.0.

6.4   Known Classing Issues

- Incident #0219: Classing - For an **Instance > Update Instance** operation, the latest version of the Base Object must be the same object type (for example, a Group or a Deck) as the object type for current Instances of the Base Object. Altia Design is not verifying this restriction. If the object type of the latest version of the Base Object is different, the outcome of the operation is unpredictable.

- Incident #0238: Classing - The Model Path is changed using the **Instance > Edit Base Object Paths** option. When the editor closes, it saves these changes to the file <ALTIAHOME>/bin/mdlPath (e.g., c:\usr\altia11\bin\mdlPath). This file should not be in the <ALTIAHOME>/bin folder. It should be in a folder that is known to have user permission to read and write under all circumstances. If the <ALTIAHOME>/bin folder does not have write permissions for a user, changes to the Model Path are not preserved from one Altia Design session to the next.

- Incident #0347: Classing - The ability to restore an Instance's transform to the same transform as its Base Object is not available in this release. The transform for an Instance can be cleared with the Clear Transform option in the Altia Design Object menu. This clears the entire transform from the Instance which is not the same as restoring the Base Object's transform to the Instance if the Base Object has a transform.

- Incident #0372: Classing - On a copy/paste of a Deck instance, the pasted object may not be position at the expected offset of +10,-10 pixels from the original object. This happens if the Instance is a Deck and it has a property for changing the default state of the Deck's card animation and the default state has been changed to be different from the Base Object's default state.

- Incident #0518: Classing - For an Instance that has a line/rectangle/polygon/ellipse as a child object, and the child object is animated to rotate, and the child object uses a wide stroke width (e.g., a line thickness greater than 1 pixel), the child object may leave ""droppings"" along its rotation path as it animations.

- Incident #s 537, 0539, 0541, 0564: Classing - Export of XML for a design containing Instances is supported, but the XML will not import. On the export of the XML, Altia Design will display a dialog with a warning that the exported XML will not import because it contains Instances. If an XML file contains Instance object data, an XML import will fail (no content of the XML file will be imported) and Altia Design will display a dialog with this XML Import Error: Syntax error near 'BASEOBJS (Cannot import XML containing Instance object data)'

- Incident #1886: Classing - If only stimulus changes on a Base Object, an **Instance > Update Instance** operation does nothing.

- Incident #1931: Classing - On an Un-instance operation, the new regular object is getting the transform of the Base Object instead of keeping the transform of the Instance.

- Incident #1939: Classing - Instances with multiple links on a single connection can lose some of the links on an Instance update (maybe also on an Un-instance operation).

- Incident #2077: Classing - Importing a design file with Instances into the existing design that also contains Instances will not update Instances that are using different versions of the same Base Object. Only add Instances to an existing design by dragging them into the design from a Models Library window.

- Incident #2081: Classing - Cloning an Instance, saving the design, opening the design, and then performing an Instance update at any time in the future will crash Altia Design. DO NOT CLONE INSTANCES UNTIL FURTHER NOTICE.

- Incident #2126: Classing - There are limitations to using Instances of Base Objects in other Base Objects. Please see the earlier section Classing Special Considerations and Limitations for details.

- Incident #2441: Classing - If the parent object of an Instance is transformed (rotated/scaled/stretched/flipped/distorted), the Instance can have an unexpected position and/or transform after an Instance update. DO NOT TRANSFORM ANY PARENT OBJECT OF AN INSTANCE UNTIL THIS ISSUE IS RESOLVED IN A FUTURE RELEASE.

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