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STINGRAY STUDIO 2023.2 RELEASE NOTES

Stingray® Studio

• Introduction

In this Document

These release notes contain a summary of new features and enhancements, late-breaking product issues, migration from earlier releases, and bug fixes.

For change logs or other information on previous releases, please contact Technical Support.

NOTE >> Rogue Wave products may contain undocumented interfaces. These interfaces are not supported for general use and may be changed or removed from release to release.

NOTE >> The version of this document in the product distribution is a snapshot at the time the product distribution was created. Additional information may be added after that time because of issues found during distribution testing or after the product is released. To be sure you have the most up-to-date information, see the version of this document on the Perforce web site:

https://help.perforce.com/stingray/

Updated Platform Support

See Platforms and System Requirements at https://help.perforce.com/stingray.

Testing was done on Windows 11 Pro v23H2, build 22631and Windows 10 v22H2, build 19045, Visual Studio up to version 2022 (17.8.3) and .NET Framework version 4.7.2

Bug Fixes and Enhancements

Common

- SRSTUDIO-8994: Auto-linking off macro for RWUXTheme and for all Stingray Libraries added.
- SRSTUDIO-9396: Investigate _tcscpy_s functions and determine if they are being called safely.

Grid

- SRSTUDIO-207: No line breaks in XML output.
- SRSTUDIO-1995: Incorrect row selection behavior in Grid while selecting row without pressing Alt or Shift key.
- SRSTUDIO-9385: Negative reference in formulas does not work in some environments.
- SRSTUDIO-9411: Grid Control is not properly redrawn, when MFC dynamic layouts are used.
- SRSTUDIO-9433: Debug Assertion in file gxextbl.cpp due to incorrect parameter in _tcscpy_s function.
- SRSTUDIO-9440: Sorting within a Grid is not working as expected when SortType=autodetect is set.
- SRSTUDIO-9507: Missed initialization causes wrong drawing of CGXCheckBox.

GridEX

- SRSTUDIO-9504: Resolve Infinite loop for Excel-Like-Grids.

FoundationEX

- SRSTUDIO-9403: Crash on load shipped BackStageViewEx sample.

Toolkit

- SRSTUDIO-9151: Update to latest version of zlib 1.2.13 (old zlib version: 0.95).
- SRSTUDIO-9370: Incorrect file is returned after compression-decompression.
- SRSTUDIO-9372: Warnings generated when you include 'Active Script' component in Build Wizard and build OT.
- SRSTUDIO-9417: Remove old zlib123 folder and files used for compression/decompression.
- SRSTUDIO-9443: Enable dynamic resizing of SECTreeCtrl.

Views

- SRSTUDIO-9378: Regression: incorrect deserializing of old diagrams.
- SRSTUDIO-9398: Align tool unaligns Symbols with text components.
- SRSTUDIO-9420: Fix behavior of spacing tools.

Utils

- SRSTUDIO-9376: Crash in Assistant on exit from Visual Studio with custom app.
- SRSTUDIO-9369: Design mode is not available in Studio Assistant tool.

Common Enhancements

Reference Guides

Reference Guides are re-formatted and published using MadCap Flare.

Note: Reference Guides are still under migration. Please let us know if you face any problems.

Known Issues

Compilation

C++23 Build Error and Support

The following error is generated when using latest Visual Studio 2022 update 17.6.4 and later, and if using *C+latest* as C+ Standard for creating non-make file-based builds:

"C:\Program Files\Microsoft Visual Studio\2022\Professional\VC\Tools\MSVC\14.36.32532\modules\std.ixx(147,1): fatal error C1010: unexpected end of file while looking for precompiled header. Did you forget to add '#include "stdafx.h"' to your source?"

To resolve this error set the following option:

Configuration Properties > C/C++ > Language > Build ISO C+23 Standard Library Modules = "No"

Project Files

Targeted to Windows SDK

We ship .vcxproj files ported to Visual Studio 2017 targeted to Windows SDK 10.0.17763.0 with the following line of code:

```
<WindowsTargetPlatformVersion>10.0.17763.0</WindowsTargetPlatformVersion
```

If you are targeting the Windows 8.1 SDK, this line is not needed and should be removed.

For Visual Studio 2019 and 2022, we use a new option to target to the latest installed version of the SDK:

```
<WindowsTargetPlatformVersion>10.0</WindowsTargetPlatformVersion
```

You can re-target C++ projects to another version of Windows SDK using the Windows SDK setting in Stingray Assistant or by manually editing the `.vcproj` file and changing the code line above to match the Windows 10 SDK version you would like to target.

For projects that are not makefile-based, you can re-target the Windows SDK version on the project's property pages (**Configuration Properties | General | Windows SDK Version**) or use the "Retarget Projects" option in Visual Studio IDE. Note that these options do not work for makefile-based projects used for main Stingray components.

Targeted to .NET Framework

Stingray projects which use .NET are targeted to .NET Framework 4.7.2.

To set this targeting in shipped MFC samples or other similar projects used with C++\CLI, you need to add the following line of code in the `<PropertyGroup Label="Globals">` of the `*vcxproj` file:

```
<TargetFrameworkVersion>v4.7.2</TargetFrameworkVersion>
```

"Run as Administrator" is needed for Build

To build Stingray components, start Visual Studio with the "Run as administrator" option. If you start Stingray Studio Assistant in administrator mode, launching Visual Studio from Assistant will also launch Visual Studio in administrator mode.

Parallel Projects Build May Cause Errors

To avoid possible Stingray build errors in Visual Studio, go to **Tools->Options->Projects And Solutions->Build and Run**, and set "maximum number of parallel project builds" to 1.

Grid Build with ExcelReadWrite Option

Grid make file was modified to ignore ExcelReadWrite files when building with Unicode. In the Grid Build Wizard this option was set checked by default. We strongly recommend you do not run build wizards for Grid and other components until you're sure it is needed for your custom purpose. This

improvement does not work for build Grid from command line. If you face any problem building from command line, please, contact techsupport@perforce.com.

Limitations

Installation

General Installation Issues

NOTE >>	Each Stingray Studio release is a replacement for, not an upgrade to, the previous version. Always perform an installation into a new area, and not into the same install directory as a previous version

- User Guides are no longer installed into the Docs folder, but instead are provided online. These guides are accessible from the *Documentation* shortcut installed in the Start menu or from the Stingray Assistant tool.
- Uninstall may not remove files and folders which were changed after installation.

Build

C++\CLI Issues

With use of the latest C++ language standards, there are some limitations on build with /clr compiler option (C++\CLI). This limitation impacts FoundationEx.NET, Grid for .NET and managed build configuration for all other Stingray components.

- **Visual Studio 2017**: *for each version of C++ language standard, setting the /clr option works fine without option /permissive-, but build with the /permissive- compiler option requires to set an additional option /Zc:twoPhase-*
- **Visual Studio 2019**: *build with the /clr option is not available for c++latest (Command line error D8016 : '/clr' and '/std:c++latest' command-line options are incompatible); for*

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other versions of C++ language standard, it works fine without option /permissive-, but build with the /permissive- requires additional option /Zc:twoPhase-

Missing links

There are no links in Stingray Studio Assistant to navigate to Grid for .NET:

- \<InstallDir>\Objective Grid for Microsoft .NET\GridControl*.sln
- \<InstallDir>\\Objective Grid for Microsoft .NET\Samples\Samples*.sln
- \<InstallDir>\\Objective Grid for Microsoft .NET\Tutorials\Tutorials*.sln

Slow Loading of Visual Studio

When Visual Studio is launched from the Assistant, the solution platform is reset to correspond selected compiler (32 0r 64 bits). This operation is slow and sometimes causes very slow loading of Visual Studio. There is a new option: uncheck a checkbox Set Platform on the Libraries tab to quick load Visual Studio without setting solution platform programmatically (it is easy to set manually on IDE).

Vc.bat

Running vc.bat commands a few times may cause error: "The input line is too long. The syntax of the command is incorrect".

This error is not related to our scripts but is caused by vcvarsall.bat. It repetitively adds the same paths to the PATH variable until the above error is displayed. You can read more about this issue here:

https://stackoverflow.com/questions/16821784/input-line-is-too-long-error-in-bat-file

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