

PERFORCE

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STINGRAY STUDIO 2022.2 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.

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**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.

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**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/>

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# New Features

## Updated Platform Support

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

Testing was done on Windows 11 Pro v22H2, build 22621 and Windows 10 v22H2, build 19044, Visual Studio up to version 2022 (17.4.2) and .NET Framework version 4.7.2

# Bug Fixes and Enhancements

## Common

- [SRSTUDIO-9034]: Fixed Platform targeting error
- [SRSTUDIO-9005]: Removed 3<sup>rd</sup> Party Regex library and its usage replaced with std::regex library available from Visual Studio
- [SRSTUDIO-8590]: Renamed build configurations for better readability in Visual Studio
- [SRSTUDIO-8594]: Resolved header files colliding of regex and stl:regex

## Grid

- [SRSTUDIO-1672]: Enhanced auto-fill cells by auto-incremented values like in Excel for numerical data
- [SRSTUDIO-9031]: Enhanced Find/FindNext/Replace functionality to allow choose search in current active column or in whole Grid
- [SRSTUDIO-9037]: Fixed crash during Replace All operation when there is a date control present in Grid cells which is spanning multiple cells
- [SRSTUDIO-8387]: Fixed buffer overruns in Stingray code reported by VeraCode static analysis

- [SRSTUDIO-3010]: Added a member function to allow Grid progress bar to draw without UX theme colors

## Toolkit

- [SRSTUDIO-8880]: Fixed the crashes reported when opening 24 Bit LZW compressed image, in upgraded tiff library
- [SRSTUDIO-8811]: LoadString() function call fixed to work correctly when Resource ID has large values
- [SRSTUDIO-9004]: Fixed crash in DrawSubItemIcon function in slstcore.inl
- [SRSTUDIO-9099]: Fixed the assertion failure in TBMPMGR.cpp due to HDPI screens

## Foundation

- [SRSTUDIO-9008]: Ported ATL controls code in SFL on C++ latest to remove build errors
- [SRSTUDIO-9105]: Fixed the Integer overflow error in SFL Jmemmgr.cpp file

## FoundationEx

- [SRSTUDIO-8472]: Fixed wrong iterator in SFLDockablePaneEx::GetUniqueID()
- [SRSTUDIO-8455]: Made methods GetBackstageBackArrowTotalWidth() and GetBackstageBackArrowTotalHeight() in SFLFluentUI accessible.

## Grid for .NET

- [SRSTUDIO-8995]: Fixed stack overflow issue when accessing the style.Borders.Top.DashStyle property
- [SRSTUDIO-8996]: Changed declaration to allow overriding of ProcessCmdKey function

## Utils

- [SRSTUDIO-8812]: StudioAssistant changed to do not close VS 2017 instance on start up.
- [SRSTUDIO-8585]: StudioAssistant lists updated with adding GridExcelHelper library and sample, and Deals sample.

# Common Changes

## Regex

The Regex 3<sup>rd</sup> party library included in Stingray has been removed from this release onwards. Users are advised to migrate to std::regex library provided in Visual Studio by C++11 standard.

HTML Data Extraction functionality in Toolkit was updated to use std::regex instead of removed Regex library, sample Deals demonstrating this functionality was returned to samples distribution.

SaveHTML function in Edit was not updated yet. For a workaround, it is possible to download boost:regex library from [https://www.boost.org/users/history/version\\_1\\_78\\_0.html](https://www.boost.org/users/history/version_1_78_0.html) and modify code in Edit using a code sample from [Boost.Regex: Algorithm regex\\_replace - 1.34.0](#).

For any help on issues related to regex, please contact [techsupport@perforce.com](mailto:techsupport@perforce.com).

## Build Wizards

Starting from this release, shortcuts to Build Wizards have been moved from the Wizards tab in the Stingray Assistant to a Libraries/Wizards sub-tab. The Libraries/Wizards sub-tab is enabled only if Main radio button is selected on the Select Libraries panel. In most cases you do not need to use Wizards. Wizards may still be useful for adding a few rarely used features (particularly HTML Data Extraction in Toolkit) that were not included into the default build or for custom naming libraries.

# Known Issues

## 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 .vcxproj 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>
```

## Libraries Build Random Error

Sometimes, when you start building a solution for Stingray libraries, the following is displayed in the build log:

```
--- Build started: Project: RWUXTheme, Configuration: Stingray Lib MFC DLL Unicode Release (au) x64 ----  
Error: The operation could not be completed. Unspecified error
```

Usually, it is enough to close and re-open the solution to overcome this error. In Visual Studio 2022, this problem is fixed. We recommend building all configurations of RWUXTheme library in advance using Stingray Assistant, and then build other libraries.

Starting from VS 2022(17.4) this problem is not seen anymore, but another build error happens:

```
Error: Cannot populate VC project cache for configuration '(asud) Stingray DLL MFC DLL Unicode Debug|x64' of project 'C:\Program Files\Perforce\Stingray Studio 2022.2\Src\Foundation17.vcxproj'.
```

Set `ENABLE_VC_PROJECT_CACHE_LOGGING=1` and restart Visual Studio to investigate.

To disable VC project caching for all projects set 'Enable Project Caching' to 'No' in Tools - Options - Projects and Solutions - VC++ Project Settings.

We recommend just use the second option, set 'No'.

## “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](mailto:techsupport@perforce.com).



# Limitations

## Installation

### General Installation Issues

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**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

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

# Stingray Studio Assistant

## 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 or 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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