

PERFORCE

Rogue Wave® Software, a Perforce® company

STINGRAY STUDIO 2023.1 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/>

New Features

Intel oneAPI 2023.1

Support for building Stingray Studio applications with the Intel oneAPI 2023.1 compiler has been added as part of the Stingray 2023.1 release.

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 19045, Visual Studio up to version 2022 (17.6.4) and .NET Framework version 4.7.2

Bug Fixes and Enhancements

Common

- [SRSTUDIO-9205]: Enable compilation support for IntelOne API DPC+/C+ Compiler
- [SRSTUDIO-9289]: Remove the deprecated calls and warnings of C library functions from the Stingray Studio code
- [SRSTUDIO-9325]: SFL gives errors on compilation by using c++20/c++latest std. with VS 2022 version: 17.6.2
- [SRSTUDIO-9328]: Build error: overloaded functions have similar conversions

Grid

- [SRSTUDIO-2001]: Extending currency formats to include currencies other than (U.S.) dollars

- [SRSTUDIO-9187]: AutoScroll doesn't work on Selecting cells on ExcellLike Grids
- [SRSTUDIO-9189]: Buffer overflow in gxstygdi.cpp line 664 on Polish systems

GridEX

- [SRSTUDIO-9181]: CGXRangeList::CGXRangeList(const CGXRangeList &): attempting to reference a deleted function

Toolkit

- [SRSTUDIO-9159]: Export COM interface functions from SECAScriptHost class to allow Derived class creation
- [SRSTUDIO-9197]: LibTIFF library conflicts as some functions are not wrapped as SECTiff class members
- [SRSTUDIO-9290]: When an ActiveX component is used in Toolkit, there is a crash on some application
- [SRSTUDIO-9314]: Get the selected tree items in the order they were selected
- [SRSTUDIO-9321]: Text truncation in SECTreeCtrl

Views

- [SRSTUDIO-2079]: Components and font on canvas change incorrectly with change of monitor settings
- [SRSTUDIO-2385]: Display ellipsis in text component
- [SRSTUDIO-9311]: Align a component with wide label
- [SRSTUDIO-9341]: Ellipsis should be displayed conditionally

Edit

- [SRSTUDIO-9131]: Reference to old Stingray Regex code causes build errors from Objective Edit SECEdit.cpp

Utils

- [SRSTUDIO-9145]: Adjust "manifest" to Change high DPI settings for Studio Assistant and other apps
- [SRSTUDIO-9211]: Issues in Assistant tool when only SFL tool is selected for installation.
- [SRSTUDIO-9318]: Convert to current version breaks project file

- [SRSTUDIO-9333]: Report for Build All falsely shows "success"

Common Enhancements

Intel oneAPI DPC++ Compiler

As a new advanced functionality, support for Intel oneAPI DPC++/C++ Compiler 2023.1 ([Get Started with the Intel® oneAPI DPC++/C++ Compiler](#)) was implemented in Stingray Studio components..

See details and limitation in Getting Started Users' Guide, section support for Intel® oneAPI DPC++/C++ Compiler

Security Improvement

Macro `_CRT_SECURE_NO_WARNINGS` was removed, and old CRT functions have been replaced with newer, more secure versions.

As Microsoft clarifies [Security Features in the CRT | Microsoft Learn](#), the secure functions don't prevent or correct security errors. Instead, they catch errors when they occur. They do extra checks for error conditions. If there's an error, they invoke an error handler.

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 .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>
```

"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

- 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-`*

Edit

Code in function saveHTML was not ported on Unicode.

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>

PERFORCE

Rogue Wave Software, a Perforce company, provides software development tools for mission-critical applications. Our trusted solutions address the growing complexity of building great software and accelerates the value gained from code across the enterprise. Rogue Wave's portfolio of complementary, cross-platform tools helps developers quickly build applications for strategic software initiatives. With Rogue Wave, customers improve software quality and ensure code integrity, while shortening development cycle times.

© Rogue Wave Software, Inc., a Perforce company. All Rights Reserved