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STINGRAY STUDIO 2026.1 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/>

Updated Platform Support

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

Testing was done on Windows 11 Pro v23H2, build 22631, Windows 11 Enterprise 21H2, build 22000 and Windows 10 v22H2, build 19045, Visual Studio 2026 up to version 18.2.1, Visual Studio up to version 2019 (16.11.37) and 2022 (17.14.25), and .NET Framework version 4.8.1 .

Visual Studio 2026 (18.2.1) support has been integrated into our libraries and Studio Assistant program.

Bug Fixes and Enhancements

Common

- SRSTUDIO-9983 Add Visual Studio 2026 support to Stingray libs and Assistant program
- SRSTUDIO-9932 Added C++23 option to the Stingray Studio Assistant tool utility
- SRSTUDIO-9853 New Perforce Branding and logos implemented in the product
- SRSTUDIO-9933 Stingray 2026.1 version is now compatible with the .NET framework 4.8.1 version

Grid

- SRSTUDIO-9974 ChangeRowHeaderStyle does not work correctly for Alignment and Bold text in Stingray Studio 2025.1
- SRSTUDIO-9912 Drag icon is not shown properly on top-left cell of the grid when the whole grid is selected
- SRSTUDIO-9303 Use the latest MS Access file formats and add 64 bit configs to Grid DB Samples

GridEX

- SRSTUDIO-9931 Use the `std::min()` / `max()` functions from the C++ Standard Library to replace the `min/max` macros coming from `<windows.h>`

Toolkit

- SRSTUDIO-9977 Added functionality for `SECCurrencyEdit` to start in exponential mode directly
- SRSTUDIO-9971 Crash fixed in Objective Toolkit: Heap corruption in `DTCtrl.ohecpp` (`SECDateTimeCtrl::OnGetText`)
- SRSTUDIO-9963 Assertion in `JError.cpp` when trying to load .tif image to a `SECJpeg` class
- SRSTUDIO-9934 New Windows style tooltips added for `SECTreeCtrl`
- SRSTUDIO-9805 Make `SECAScriptHost` class able to run JavaScript code and remove issues coming on running JScript code with `SECAScriptHost` class

Docs

- SRSTUDIO-9943 Create a KB article on how to run Javascript code using `SECAScriptHost` class and attach sample program in KB article

Common Enhancements

Stingray Documentation

To enable searching across guides, we have implemented a unified search for the guides listed below:

- Stingray Studio User Guide
- Stingray Studio API Documentation
- Stingray Objective Grid for .NET User's Guide

- [Objective Grid KB](#)

Downloads

SRSTUDIO-9616 Moved Stingray downloads to AWS S3 to be accessible via the portal

Note: Customers must request portal access.

Known Issues

Compilation

New Visual Studio 2026 Solution Files

Microsoft introduced a new solution file format called **.slnx**, and Visual Studio 2026 is intended to make it the default format.

This file type is meant to replace (or eventually supersede) the traditional **.sln** format. For almost each sample, we added .slnx file keeping the old .sln files.

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

To set .NET Framework 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>v4.8.1</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 **Configuration Properties | C/C++ > Language | Build ISO C++ Standard Library Modules = "No"** 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.

GridExcelHelper library

We support DocumentFormat.OpenXML (Version 2.20.0) with this library and the shipped samples.

To compile GridExcelHelper library you need to download this NuGet package. Use below command in Package Manager console to download and install this NuGet package.

```
PM> Install-Package DocumentFormat.OpenXML -Version 2.20.0
```

Blocked Executables

To allow an app to access controlled folders in Windows 11:

1. Select **Start | Settings | Privacy & security | Windows Security | Virus & threat protection**.
2. Select **Manage settings** under **Virus & threat protection settings**.
3. Select **Add or remove exclusions** under **Exclusions** and add the Stingray Studio 2026.1 folder.

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

UTF-8

The new `\utf-8` checkbox is added in Additional Options checked listbox, as an alternative you can add `\utf-8` to a textbox for additional compiler options. When `\utf-8` is set and a library to be built is selected,

clicking the Run or Start button causes re-encoding of all corresponding .h, .cpp, .inl files. A dummy empty file UTF.mrk is added to the folder where files were modified to avoid attempt to modify in future builds. Re-encoding is a one-way process. If you need the files in the original format, you can do a fresh install of Stingray Studio or use the backup files. You need to manually backup the files in advance.

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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