3Dxx Application and Simulator Release Notes

Date: December 21, 2018

Rev J: (Date: December 21, 2018):
- Added support for Model 3D2104 (10.4 inch) Display which affected the following:
  - Added fourth input for Camera Monitoring Object
  - Added new pin numbers and rules for GPIO Input and Output Objects
  - Added Button Object
  - Added support for displaying up to 3 simultaneous cameras (Linux kernel 4.1.15 or later)
- Fixed bug for endless loop in Round Gauge with image pointer

Rev H: (Date: December 5, 2016):
- Added support for Model 3D70 (seven inch) Display which added these new features:
  - Third camera input
  - Analog Inputs (2)
  - Internal Buzzer
  - Audio Output
- Added option to Group Object to allow objects to be "killed" instead of "displayed"
- Added dialogs to simulator to allow user to set digital and analog inputs
- Now put correct model number in ECUID message
- Fixed bug that prevented display of lines with width greater than one
- Fixed endless loop bug in draw arc routines
- No longer cache Timer Objects to prevent array overflow when using many Timer Objects
- Fixed bar graph gauge bug that erased too many pixels on kill command

Rev G: (Date: June 8, 2016):
- Changed swipe detection to use ratio method to provide better swipe detection
- Fixed Touch Screen calibrate command
- Use device serial number for J1939 Identity number
- Changed J1939 initialization routine to use different preferred Source Address for each CAN port
- Fixed bug to prevent sending random RTR messages
- Don't allow global CAN address to access proprietary commands
- Fixed bug in Text Overload processing that prevented new color selection for text and background
- Fixed upload objects command and improved upload speed
- Fixed bug in CAN Tx that caused crashes

Rev F: (Date: February 23, 2016):
- Added PAL camera support
- Added Start/End Touch feature
- Added support for JPG, and PNG files
- Clear screen command on simulator now does Kill All
- Fixed off-by-one bug when killing buttons with graphics
- Fixed bug that prevented killing a dynamic object that monitored a variable
- Fixed bug in Touch Screen Swipe create function that caused bogus touch reports
- Fixed failure to create startup directory when file system is not writeable

Rev E: (Date: October 9, 2015):
- Added ability to support multiple CAN buses
- Added ability to not kill object when Timer Object time expires
- Added Kill All option to Group Object
- Added ability for Touch Screen object to kill itself

- Added command to display Bitmap Object anywhere via Send command
- Added code to verify validity of Dynamic Text Object format string and therefore prevent crashes
- Set defaults for newly added Dynamic Text Object to values that produce output
- Added ability to use increment or decrement backlight command to set new default backlight level
- Added transparent color key for camera background layering mode
- Fixed bug in kill BMP routine (was off by one)
- Fixed bug in BMP display (location was off by one in some display modes)

Rev D: (Date: August 28, 2015):
- Added Variable object
- Added variable access to all CAN monitoring objects and Timer object
- Added one-shot mode to Timer object
- Added commands to send System Info objects and Variable set/increment/decrement objects via CAN to 3Dxx Display for immediate execution without downloading objects
- Added system info outputs to default project if no .mdp file is found

Rev C: (Date: July 15, 2015):
- Added new System Info object to show device part number and serial number and software versions
- Fixed bug to insure FLASH updates

Rev B (Date: July 6, 2015):
- Adjusted constants to improve swipe performance
- Fixed Custom Gauge pointer mode so it displays last segment
- Added code to set Date/Time via Touch Input
- Added color to Dynamic Text object

Rev A (Date: May. 7, 2015):
- Initial release.