



RELEASE NOTES

Rogue Wave Views® Version 6

Introduction

These Release Notes highlight the changes for the following versions of Rogue Wave Views:

- ♦ Views version 6.1 changes
- ♦ Views version 6.0 changes

Views version 6.1 changes

This section highlights the changes for Rogue Wave Views version 6.1:

- ♦ New features
- ◆ Updated features
- ◆ Removed features

New features

This section details the new features for Rogue Wave Views V6.1.

Touch screen support

The basic touch interactions are handled by default by manager views and containers. The following gestures are handled:

- One finger or two fingers pan: translates the content.
- ◆ Two fingers pinch/unpinch: unzooms/zooms the content.
- ◆ Two fingers rotation: rotates the content.

Text anti-aliasing and scalable fonts with Xft on X Window

On X Window platforms Views can optionally use Xft and FreeType for font rendering.

Features:

- Allows anti-aliasing and translucency (alpha channel) when drawing text.
- Scalable fonts improve the rendering of transformed text in methods drawTransformedString(), and in the class IlvZoomableLabel.
- ◆ Enabling and using Xft requires no addition or modification to the Views API. Font names are returned by the 'fc-list' command. For example, if the 'fc-list' command output contains 'Liberation Serif:style=Bold', use the font description "%Liberation Serif-12-B" to load this font in Views.
- ♦ Xft is optional. You can disable this feature by setting the environment variable 'ILVUSEXFT' or the resource 'UseXft' to false. By default, the feature is enabled if Xft is installed.
- ♦ When Xft is enabled, Views first attempts to load fonts with Xft, based on their name or description. If this fails, Views loads the font using the Xlib; in this case, text rendered using this font does not have anti-aliasing or translucency.

Limitations:

- Views does not ship Xft, so the functionality is only available when the target platform has Xft installed.
- ◆ The feature can only be used in 'shared' format, i.e., when the application is linked with Views shared libraries. The functionality is disabled in 'static' format.
- ◆ The feature is only available on Linux and Solaris platforms.

Updated features

This section details the updated features for Rogue Wave Views V6.1.

API updates

IlvManagerViewInteractor::handleEvent() now returns an IlBoolean. All direct or indirect subclasses must change their handleEvent() function signature.

The function must return ilTrue if the event is consumed and ilFalse otherwise.

Note: Please note that because of this API change, you may need to change your code if you override this method.

Port updates

This section describes new or retired ports for Rogue Wave Views V6.1.

New ports

No new ports are available in this release.

Retired ports

No platform have been retired in this release.

Other updates

No additional updates for this release.

Removed features

No features have been removed in this release.

Views version 6.0 changes

This section highlights the changes for Rogue Wave Views version 6.0:

- ♦ New features
- ♦ Updated features
- Removed features

New features

This section details the new features for Rogue Wave Views V6.1.

Cascading Style Sheets

The Views look-and-feel capability has been extended with the ability to use cascading style sheets (CSS).

The colors used by Views controls can now be controlled using Styling. An implementation of cascading style sheets allows an application to change the aspect of its interface without a C++ code change.

The behavior of Views matches previous versions if no style sheet is found. A new sample illustrating the use of style sheets is provided in samples/gadgets/styling.

Touch Screen Support

Touch screens on Windows systems have been supported since version 5.7.

With version 6.0, support has been added for Linux platforms. This support is only effective when the XWindows server and client on the machine are configured with the extension XInput from release 2.2 at least.

Updated features

With this release, Views supports the following new platforms:

♦ Microsoft Visual Studio 2015: The two ports (x86_.net2015_14.0 and x64_.net2015_14.0) have been added.

Removed features

The Microsoft Visual Studio 2010 ports (x86 .net2010 10.0 and x64 .net2010 10.0) are deprecated.

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