



Blimp 3.4 Rel Release notes

Rev 1.0
24 October 2013

Advantiv[®]
Advanced Television Solutions
by Analog Devices

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Video Upconversion and Enhancement
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1 Revision History

Date	Version	Blimp version	Description
24 October 2013	1.0	3.4 Rel	First version of release notes

2 Released Package

The Blimp 3.4 Rel package contains an installer executable.

3 Tested Platforms

- Blimp software was tested on the following OS:
 - o Windows 7
 - o Windows XP

4 Current Software Release

4.1 Version information:

Blimp Version 3.4.5044.23448 Rel

800x Framework Version 3.4.5044.23203 Rel

4.2 New features and fixes

4.2.1 Test cases added to this Release:

- OsdMultiColumnListbox component.
- Page Animation & Image Animation(FLYIN,FLYOUT,FADE IN & FADE OUT)
- OsdCircle component.
- Flash size settings.
- Unicode support in Code window
- Backward compatibility.

4.2.2 Changes from Blimp 3.3 Rel1 :

- Added new components OsdMulticolumnListbox and osdCircle

- New Blimp splash page and Start page are added
- License Key up-gradation has been done. After 3 months from the installation date the license extension dialog appears that will ask license key.
- Added options to add/remove the Images from Image Library under Tools in menubar.
- Added Page animation and image animation (FLYIN, FLYOUT, FADEIN and FADEOUT) features.
- Rectangle image support for OSD Menubar component added.
- Cancel option added under Build menu to abort the build/run/emulate process.
- Added In project setting the S.Flash size can be set to 8Mb or 16Mb, the non used area will be padded with 0xff.
- OSDListbox selected item color correction
- OSDslider incorporated into multicolumnlistbox component
- Horizontal scrolling option to control scrolling ending
- Changed image animation speed units to frame per seconds
- Changed Vertical Scrolling speed units to ms and Horizontal scrolling speed units to pixels/ms
- "Unicode configuration is not updated when changing font with Visibility set to false" Issue fixed
- Toolbox icon update for each component in Toolbox window
- Menu bar standardization as per UX guideline
- Project settings divided into relevant tabs. Added balloon help message for advanced items
- Unicode code window support added in text, itemtext properties (The strings/Unicode chars should be within any one of the Unicode range(either 0x00-0x7f or 0x080 – 0x7ff or 0x800 – 0xffff) for Label, Listbox, Iconlistbox, Multicolumnlistbox and Textbox components
- To minimize blimp project loading time only the start up page will be opened by default.
- Unused components firmware codes will be removed during build using #ifdef.
- Blimp version added fixed location in start of the binary file.
- Generic name 800x updated in both firmware and emulator dll.
- Modified exception to report line number and details when error in ExternalApi occurs.

4.3 Known limitations

1. OSDMulticolumnListbox the TextAlpha property for text column not implemented.
2. The GradientScrolling property for MultiColumnListBox available but not implemented.
3. In Emulator the FadeIn and FadeOut animation effect not working and FlyIn & FlyOut effect has some noise issue when component goes out of page.
4. Setting totalItems in OSDListbox clears all items in list.
5. Middle and Bottom text alignment in Listbox have no effect. Should not appear as option for listbox.
6. Left and Top padding are not swapped when changing menubar from horizontal to vertical.
7. Menubar visible flag has no effect. Menubar always visible.
8. Using types string and ushort for unicode strings in code window gives underline red error in code window. Code however will compile.
9. Text alignment for Textbox available but not implemented.

10. MinChar in textbox not imported from older projects correctly
11. OSD Listbox -Blimp will not accept beyond 32 visible items
12. OSDProgress bar -While set max =min the error message box appears like Invalid value for Minvalue.
13. OSDPictureBox region count exceed 50 regions error will occur when we having control size very big compared with source image.
14. OSDPictureBox and OSDSlider when changing alpha other than 16 ,alpha not properly set for overlapped regions in hardware or emulator osd display.

Code window:-

15. Common-compilation error occurs while Z layer is set in code window

Emulator:

16. OSD Keyboard-Visible not working.