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# **Blimp3.8SP1**

## **Release notes**

Rev 1.0  
17 June 2015

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# 1 Revision History

Date	Version	Blimp version	Description
17June 2015	1.0	3.8SP1	Release for Blimp new Features and improvements in ADV 7625 framework and Improvements in ADV800X framework

## 2 Released Package

The Blimp 3.8 SP1 package contains an installer executable.

## 3 Tested Platforms

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

## 4 Current Software Release

### 4.1 Version information:

Blimp Version 3.8.5645.25637 SP1

800x Framework Version 3.8.5645.25591 SP1

7625 Framework Version 3.8 5645.25590 SP1

### 4.2 New features and fixes

#### 4.2.1 Test cases added to this Release:

##### For ADV7625:

- OSDListbox component Property, Code window and Emulator test cases
- OSDLabel component Property, Code and Emulator Test cases
- Loading and unloading font characters from Font RAM for Multilanguage support
- Loading and unloading font characters from Font RAM for Single and Multi Glyph Fonts
- Hardware Testing Loading and unloading font characters from Font RAM

## 4.2.2 Changes from Blimp 3.8Rel:

### **New Features in ADV7625:**

- Tbox image List box SCROLLING\_NON\_SELECTION mode support added
- Rollback, SetItemTextFormat, Highlighted slot, DisabledTextColor and Disabled Items property support added for OSDListboxcomponent
- SetTextFormat, Multiline, LineSpacing for Multiline mode, ReadTextW and TextW property support added for OSDLabel
- Loading and unloading font characters from Font RAM for Multilanguage support

### **Code window:-**

ADV800xframework:

1. When used #ifdef in code window, It's underlined by red line with "Preprocessor directive expected" pop up message.

### **Emulator:**

ADV800xframework:

2. OSD Keyboard-Visible not working.

### **Hardware:**

ADV7625framework:

3. Z layer priority has some limitation for the combination of same components. For overlapping two F boxes or T boxes or I boxes, the lower z layer value overlaps with a higher number, means smaller number will be drawn on top of bigger number. If there are two F boxes or T boxes or I boxes have same z layer value, the one with the lowest address at the instruction RAM will be drawn on top.