

GOOP Development Suite – News in version 2.5

General

Many new useful features have been added and in addition a number of changes have been made to increase stability.

New Features:

- Update class template version – Ensures class templates can easily be kept compatible with new LV versions and also bug fixed
- Support for class in llb files – Classes can now be placed in an llb file as an alternative to file folder
- Support for Autopopulating folders – Folders containing classes can now be set to autopopulating
- Upgrade GOOP 1 to GOOP 3 – Automatically upgrade your GOOP 1 application to GOOP 3. Some manual labor will still be needed
- Undo-Redo in UML Modeler
- Initial synch after class creation – Ensures the default methods, like Create and Destroy for GOOP 3, are added to the UML class when code is generated
- Default file folder for lvlibs – When lvlibs are used the class creation wizard uses the lvlib folder as default for the class file path

Fixed issues:

- Limitations in Community Edition incorrect for GOOP3
- Activation not possible – Activation occasionally fails
- Duplicated and erroneous relationships at synch
- Convert GOOP 1 (LLB) to GOOP 3 fails for llb classes
- Upgrade GOOP 1 to GOOP 3 - Create is incorrect
- Cannot change child class inheritance - GDS crashes in some situations
- Code generation fails on VISA ref num – Code generation from UML fails for VISA refnum
- Problem (crash) at GOOP1 -> GOOP3 – Upgrade fails for large complex project
- GDS destructor is not reentrant
- GOOP2 to 3 Conversion don't support classes without separator.

- Upgrade GOOP 1 to GOOP 3 - Wrong text in file browser
- UML: Open Class Attribute Error for OpenG Pure Abstract class
- Error when rename Class with reentrant methods
- Only Lock GOOP 3 Utils VI if Professional or Architect version – password protected in Community Edition