

Version 4.10.0

RC1

Feature updates

- Show stencil value when user hovers the mouse on the pixel of viewport.
- Match hardware rendering, optimized.
- CMD_ANIMDRAW is not required in the generated commands when drag&drop a animation object in RAM.
- Add a console window to print the message of Script Editor out.
- Change text from "GameDuino2" to "Gameduino2" in ESE.
- Enable the inclusion of space characters within expressions.
- Blob version update.
- Enhance user experience in the script editor.
- Reduced redundant lines when converting from DXT1 format.
- Update examples for Script editor (filename).
- Keyboard support for deleting items in the Content window.
- Remove ftdi website reference in the About box.
- Create an example project to run multiple animation channels simultaneously on one screen by using CMD_RUNANIM.
- Enhance communication between Toolbox and Editor.

Resolved issues

- BITMAP_LAYOUT shows the wrong parameter in the property window.
- The Welcome dialog should not appear when a user opens ESE directly from a .ese file.
- The address of the padding file in flash storage is loaded incorrectly.
- Interpret the address as negative for BITMAP_SOURCE address in FT81X device.
- Cannot display full-screen when running the exported Emulator project after changing the project's device.
- The NOP command is displaying incorrectly in some places.
- Improper communication between the Content window and the RAM_G window.
- ESE crashes when changing Image formats.
- Unexpected alignment is shown.
- Using incorrectly commands on the Display List editor for DXT1 format.
- Text is generated incorrectly for some commands in the editor.
- ESE crashes when dragging and dropping primitives into viewport.
- Issues with the generated commands of the animation in Flash address.
- The initial values are not correct with BITMAP_TRANSFORM commands.

Version 4.9.0

RC3

Feature updates

- Add python-like editor to write a simple emulator based application.
- Support "+-*/" (four basic operations) in coprocessor editor/display editor.
- Improve content window:
 - Add the sorting function in the content window.
 - Support multiple files delete in the content window.
- Add DXT1 support in image converter.
- Add a DXT1_L2_PALETTEED format project into example project.

- Support C style comments syntax highlight in coprocessor and display list editor.
- Add a DXT1_L1_RGB565 example project.
- Add DXT1_L2_RGB565 example project.
- Improve "bitmap_rotate" example project to showcase the usage of script editor.
- Enable script editor to load the sample script when it is available in the opened project.
- Improve the opening and saving script feature of screen editor.
- Update the copyright year from 2023 to 2024.
- Add one example project "DXT1-FT800" for FT800.
- Change the text of the formats in the script editor.

Resolved issues

- CMD_INFLATE does not work as expected.
- [Save Display List][Save Coprocessor Command] ESE inserts some redundant random '0D' bytes into the saved file.
- [Save Display List][Save Coprocessor Command] The Hexadecimal String notation does not apply byte order because the byte order is fixed.
- [Save Display List][Save Coprocessor Command] The byte order of the saved file is incorrect.
- [Save Display List][Save Coprocessor Command] The name of the saved file does not match the entered file name in the input field.
- Cannot display CMD_TEXT command with EVE HAL library.
- [Flash Image] Issues with importing flash and undo action after removing file in flash image.
- Cannot click on the point to calibrate using the CMD_CALIBRATESUB command.
- Show the coordinate on the viewport window when SCISSOR_XY is on focus.

Version 4.8.0

RC2

Feature updates

- Supporting the Exporting feature for BT817's commands.
- Add cmd_nop in ESE.
- [Script (Python)] Add one example to play video using cmd_videoFrame.
- The status column of content manager should be consistent.
- Add description for setfont_charlotte example project.
- Add a new example project for textVGA.
- Enhance parameters for some Coprocessor commands.
- Enhance description for CMD_MEMWRITE.
- Prompt users if the file does not exist or cannot open.
- Add new example project -- Rotate Built-in Font.
- Show the search result in one separate tab.
- Add the new example project to calibrate with new bitmap.
- Add BT817A support.
- Add read/write REG_FREQUENCY in ESE.

Resolved issues

- Generating the incorrect commands when drag & drop the animation asset from content manager to viewport.
- List the right asset name in content manager when loading the flash image into ESE project.

- The content manager changes the name of the input item.
- CMD_CALIBRATE is not shown while typing "cali" in the toolbox search bar.
- CMD_CALIBRATESUB does not work correctly.
- ESE crashes when opening calibrateWithBitmap project.
- Content windows | Issues with undo/redo action.
- [Properties Widget] Inconsistent text in BITMAP_SIZE_H.
- "nonASTC_img_flash" example does not work.

Version 4.7.0

RC2

Feature updates

- Implement a script editor to facilitate the modification of Python code for generating dynamic screen content.
- Add the example browser dialog.
- Add the welcome dialog.
- Add IDM2040-43A support in the submenu of export menu.
- Add the missing command "cmd_memcrc" support.
- Define "Unsaved"/ "Saved" states for Save tool button.
- Add more custom devices from NewHaven® Display International in the device manager:
 - NHD-7.0-800480FT-CSXV-CTP
 - NHD-5.0-800480FT-CSXP-CTP
 - NHD-4.3-800480FT-CSXP-CTP
 - NHD-3.5-320240FT-CSXP-T
- Add Horizontal Scanout Filter support in Registers window.
- Update the text of device manager sync up feature.
- Add example project for cmd_runanim in loop mode.
- Improve the content manager.
- Improve the user manual.
- Improve the inspector windows.
- Update the copyright date to 2023.
- Support parsing both JSON files and README files for metadata when handling assets generated by various EAB versions.

Resolved issues

- ESE crashes when dragging and dropping cmd_fillwidth into view port.
- Emulator window is not working correctly.

Known issues

- The Export function is not functional for commands specific to BT817.

Version 4.6.0

RC1

Feature updates

- Improve inspector.
- Improve the registers window.
- Improvement on RAM_CMD window.
- Add an inspector window for RAM_CMD.

- Add one more section for exporting projects.
- Add one more example project "Circle Line".
- Add the support of IDM2040-7A board in export menu.
- Apply the anti-aliasing effect to the inner circle in the "stencil fanshape" example project.
- Add NOP into register MACRO 0 and 1.
- Add one more chapter Work with EAB in the user guide of ESE.
- Add button in toolbar to toggle on/off alignment behavior.
- Enhance 3rd party lib usage.
- Change font size of Coprocessor and Display List editor.
- Keep one instance of inspector window when it pops up.
- Add VM880C module (480x272) submenu in the export menu.
- Support screen rotation by configuring the REG_ROTATE without touch coordination system rotation.

Resolved issues

- The Properties window should not pop up when changing steps in the Controls window.
- A widget cannot be deleted if its command is the last one in the Coprocessor window.
- Unexpected behavior when user drops a new Content item with the Examples.
- Toolbox does not resume from display list mode to coprocessor mode.
- The source file should be relative file path.
- The app crashes when the line limit for the Coprocessor/Display List editor is exceeded.
- The error popup does not close when we already have a content item.
- Unable to build the export project successfully with FT81X devices.

Limitation

- When the REG_ROTATE is changed, the emulator does not allow for item selection on the newly rotated screen. Instead, users must select items from the previous position.

Version 4.5.0

RC1

Feature updates

- Add one inspector window to view the content of RAM_G.
- Save coprocessor command and display list in the binary form.
- Support for PALETTED565/PALETTED4444/PALETTED8 bitmap.
- Add pixel ruler in the view port.
- Add predefined constants in editor.
- Support area selection using mouse to select and move multiple elements.
- Add properties UI and help text for BT817/8 CMDs.
- Add both glyph and xfont if the user selected one.
- Generate coprocessor commands for legacy font with new information from EAB v2.7.1.

Resolved issues

- The popup at top-left corner should not take place.
- CMD_SETFONT needs more commands to work.

- EOL character is transcoded while copying the lines from coprocessor editor of ESE.
- Failed to export the example project bitmap_rotate for raspberry pi pico.

Version 4.4.0

RC1

Features updates

- Add the appropriate bitmap setup when dragging and dropping CMD_SKETCH into the emulator viewport.
- Improve zoom-in precision.
- Display the RGBA value along with the coordinate position of the cursor in the Emulator screen.
- Enable drag and drop to open an existing project in ESE.
- Update LibFT4222-64.dll to remove the dependency.
- Show a warning message when the memory size required by CMD_SNAPSHOT2 is too large.
- Give more explanation for the escape character usage in CMD_TEXT.
- Improve format string example.
- Auto detect and load the contents.
- Widget alignment guide line.
- Generate coprocessor commands once user drops a content item.

Resolved issues

- Removed glitched bitmap line in BT817 and BT818.
- Fixed an issue that occurs when dragging and dropping an existing item in the Content manager.
- Failed to build the exported project using MSVC.
- Crash in a special PC with Qt6.

Version 4.3.0

RC1

- Improve the device editing dialogue, add PCLK Frequency and hide inappropriate registers based on Eve chip.
- Report "unsupported JPEG" as coprocessor faults when a progressive JPEG image is loaded.
- Explain Raspberry Pi Pico support.
- Improve the default file path of project open dialogue.
- Update extension name of example ESE project from .ft8xxproj to .ese.
- Change the location of example assets.
- Add a new mediaFifo example to use cmd_inflate2.
- Improve format_string example project.
- Correct parameter of cmd_videoframe and change the video asset in video_playback example.

Version 4.2.0

RC2

- Install ASTC encoder based on the user's CPU done.
- Improve video playback example.

RC1

- Export Python script for Raspberry Pi Pico.
- Add a new example to demonstrate the usage of BITMAP_TRANSFORM_A~F.
- Improve the device editing dialogue.
- Update the configuration for module ME817EV with 10-inch LCD.
- Fixed fail to inflate the data in content manager.

Version 4.1.0**RC2****Resolved issues**

- Fixed exporting project with BT815/BT816 and FT80X-GameDuino2.
- Fixed fail to load image in example project.

RC1**Feature updates**

- Add filter textbox in Toolbox window.
- Upgrade to astcenc 2.1 for faster ASTC encoding.
- Improve the placement of primitive commands.
- Support loading content from local file for cmd_inflate, cmd_inflate2.
- Add description for cmd_calllist/cmd_endlist/cmd_newlist.
- Implement cmd_memwrite and cmd_regread.
- Add new example to demonstrate the usage of command list.

Resolved issues

- Fixed the device sync fail after writing to flash chip.

Version 4.0.0**RC1****Feature updates**

- Support new EVE chip BT817/8.
- Add new registry values in device configuration window.
- Add BT817/8 specific commands to Toolbox.
- Add new gauge example.
- Add ME817EV board in Device Manager.
- Add new resolutions when BT817/8 is selected.
- Add cookbook examples for new chip BT817/8.
- Add new Python script for exporting BT817/8 project.
- Provide more user friendly value options for REG_OUTBITS.
- Set shortcut Ctrl+R for Reset Emulator menu.
- Make improvements on the register window.
- Update the latest flash blob.
- Update Python to 3.8.0, FreeType to 2.10.2.
- Get output results for CMD_GETPROPS and CMD_GETPTR.

Resolved issues

- Fixed ESE projects opening issue.
- Fixed Paletted PNG image is not loaded correctly with 'Image Coprocessor' format.

Known issues

- Rendering ASTC bitmap with WRAPX=REPEAT has different behavior.
- Emulator touch behavior for CMD_SETROTATE/REG_ROTATE does not work correctly.
- Drawing invalid animation frame will cause ESE hang.
- When using device sync up, flash contents need written before updating display list or coprocessor.
- Primitives cannot be dropped into viewport area beyond [(0,0), (511,511)], because of the limitation of VERTEX2II.

Version 3.4.0**RC1****Features**

- Add system clock configuration in the device manager.
- Integrate latest Eve Emulator to accelerate ASTC decoding.
- Caching functionality for ASTC module.
- Migrate ESE to 64 bit Windows release.

Bug Fix

- The assets under resource folder of ESE project are deleted after another project is opened.

Version 3.3.0**RC1****Features**

- Constrain either horizontal or vertical positioning when dragging an object.
- Support Riverdi EVE 3 modules in device sync feature.
- Disable "Refresh, Device Manage, Device Display" buttons after device is connected.
- Add REG_OUTBITS to device configuration dialogue.
- Show the pixel value at status bar when mouse hover over the viewport window.
- Add Blend_Func example project.
- Add the circular progress bar widget example.
- Add two bitmap rotating example projects.
- Add ASTC memory layout example project.

Bug Fix

- Copying the text is failed in property window.
- ESE crash and exit when copying some data into coprocessor editor window.
- Cloning device produces the wrong name in device manager.
- '\x0A' is not handled in Font Conversion with Legacy format option.

Known issues

- Playing the invalid animation frame data in flash may cause ESE hang.

Limitation

- Device sync up feature: CMD_PLAYVIDEO without OPT_MEDIAFIFO is not supported.

Version 3.2.0

RC1

Features

- Add a new example project to illustrate ASTC layout.
- Add a setfont example.
- Add setfont2 for extended format on bt81x.
- The add button in content browser shall open the last recent folder.
- Update the vc1dump export to 110 version.
- Enhance device sync feature to support more platforms.
- Update the "device sync up" feature with RAM_G and coprocessor content.
- Save display list in raw binary format done.
- Save the coprocessor commands in "Coprocessor" tab window done.
- Set bold font for radio button in case of build-in device.

Bug Fix

- Wrong implementation for the paletted8 format in emulator.
- Reloading the screen shot file but get the wrong effect.
- "OPT_FLAT" is missing from cmd_button properties window.
- Exporting is wrong if character ")" exists in CMD_TEXT.

Known issues

- Playing the invalid animation frame data in flash may cause ESE hang.

Limitation

- Device sync up feature: CMD_PLAYVIDEO without OPT_MEDIAFIFO is not supported.

Version 3.1.6

RC1

Features

- Add support of BT815, including ASTC, flash, Unicode and more features.
- Support FT4222 board in device manager.
- Change the user guide from .chm format to .pdf format.
- Support BT81X modules in export feature for MSVC platform:
 - VM816C50A
 - VM816CU50A
- Support more FT81X modules in export feature for MSVC and FT90X platform:
 - ME810AU-WH70R
 - ME811AU-WH70C
 - ME812AU-WH50R
 - ME813AU-WH50C
 - ME810A-WH70R
 - ME811A-WH70C
 - ME812A-WH50R
 - ME813A-WH50C
- Open the last location of loaded file in content manager.
- Force to save project in an empty folder.
- Add example "Bar graph usage".
- Add example for CMD_TRACK.

- Add example Paletted8.
- Rebuild the project with Qt5.7.0 and MSVC 2017.
- Add the missing firmware folder in the installation package.
- Add zooming function of emulator viewport.
- Upgrade C++ source and Python script to work with Python v3.6.5.
- Clone resource so that project can be moved to another location safely.
- Add more comprehensive bitmap rotate example.
- Add bar graph invert example.

Bug Fix

- Link library free-type into executable file.
- Update REG_CMD_DL correctly.
- Fix the crash issue when export menu is clicked for FT813 device.
- Fix the improper emulator library of export project.
- L1/L2/L4/L8 formats are not converted correctly.
- Wrong bitmap_transform_A/B/D/E value when parameter p is 1.
- Update the bitmap_source in ESE for negative address case.

Known issues

- The Coprocessor commands without Display list output are unable to synced to hardware in device manager.
- Playing the invalid animation frame data in flash may cause ESE hang.