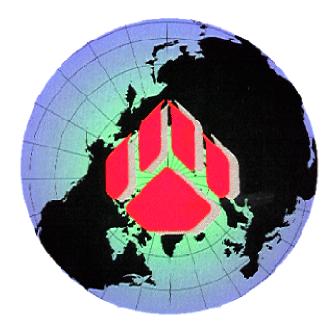
### TYX CORPORATION Productivity Enhancement Systems



# PAWS Studio Release Notes

Version 1.35.3 June 01, 2007

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#### 1 Paws Developer's Studio



Version 1.35.3 Release date: June 01, 2007

#### 1.1 Critical Items

- 1.2 Known Limitations
- 1.3 Enhancements
- 1.4 Problem Reports

#### 2 Run Time System

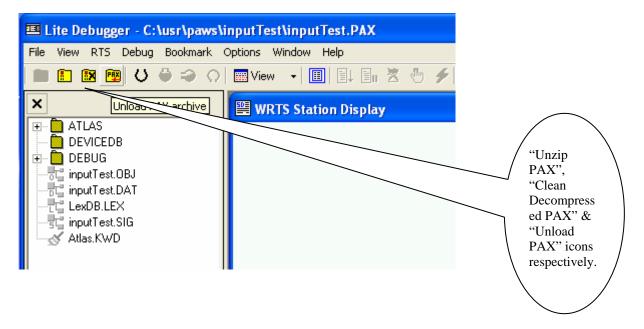


Version 1.35.3 Release date: June 01, 2007

- 2.1 Critical Items
- 2.2 Known Limitations
- 2.3 Enhancements
- 2.3.1 Lite Debugger Enhancements
  - 1. Lite Debugger application has been enhanced to allow loading/unloading of multiple PAX files within the same executable.

File View RTS Debug Bookmark Options Window Help	
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× Load PAX archive	New "Load PAX" Icon
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2. After a PAX file has been loaded, further operations like "Unzip PAX", "Clean Decompressed PAX" & "Unload PAX" OR "Attach" may be performed.



3. Alternately, users may choose to "Attach" to the RTS (if PAX files have already been unzipped earlier).

Lite Debugger - C:\usr\paws\inputTest\inputTest.PAX
File View RTS Debug Bookmark Options Window Help
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<ul> <li>ATLAS DEVICEDB DEBUG inputTest.OBJ inputTest.DAT LexDB.LEX inputTest.SIG Atlas.KWD</li> <li>Atlas.KWD</li> </ul>
"Attach", "Load Project to RTS", "Unload Project from RTS" & "Detach" icons.

- 4. By default, the user is provided the option to "Attach" to the RTS on the Local computer.
- 5. Users may also choose to attach to an RTS on a Remote computer, by providing the IP address of the "Host Computer on which "wrts.exe" runs. For such an operation, the Host Computer would have to have the RTS setup for Remote control operations.

Please refer to document: "How to remotely control the WRTS"

#### 2.3.2 <u>New DialogIOExe "INPUT" Resource Server component</u>

Two new components "DialogIO.dll" and "DialogIOExe.exe" are shipped with this release. A new PROGID "**DialogIO.InputResourceAdapter**" will be used for the "INPUT" resource instead of the old PROGID "RtsIO.DlgInputResource".

The old resource component did not correctly manage grabbing the application focus, due to which users were forced to click on the INPUT GUI before entering a response value. The problem showed up when another application like the Java "GraphicsViewer" (used in ESTS\IFTE subsets) or the Paws Developer Studio (in Debug mode) was used with the RTS and an "INPUT" statement was encountered. This problem has been resolved with the new resource component.

#### 2.4 Problem Reports

#### 2.4.1 PR 07030

This problem has been fixed by the 1.3.1 Enhancement described above. Users who face this problem are requested to configure the new PROGID "**DialogIO.InputResourceAdapter**" for "INPUT" resource. Since this release the new PROGID is also chosen to be the default for the "INPUT" resource.

#### 2.4.2 PR 07044

This problem report is fixed with this release.